Official Complete Guide

Tales of Innocence R
Official Complete Guide

CONTENTS

Prologue 004

CHAPTER 1 SYSTEM 005

Learn about the world of "Innocence R" 006
How to use the menu screen 008
How to deepen bonds 011
Styles and abilities 012
Gain the upper hand in battle with Rave 014
Master cooking 018
Cooking Data 020
Basic Knowledge of Battle 028
Master Actions 032
Effects of Attacks 038
Status Ailments and Status Changes 041
Overlimits Mechanism 043
How to Aim for Massive Damage 045
Strategy and Formation Settings 048
Aim to Complete Missions 051
Enjoy the DLC 052

CHAPTER 2 CHARACTER 055

Character Analysis 056
Ruka Miruda (Luca Milda) 058
Ilia Anīmi (Ilia Animi) 066
Spada Belforma 074
Ange Serena 082
Ricardo Soldato 090
Ermana Larmo 098
Challenge 999 Combos! 106
Kyukyu Seletunewa 107
Conway Tow 114
Ability Data 124

CHAPTER 3 STORY 129

Basic Knowledge for Story Walkthroughs 130
Story Walkthrough 136
World Map 138
Royal Capital Regnum 140
Fulfi Forest / Mountain Pass Camp 142
Regnum Pass / Reincarnate Research Institute 144
Western Battlefield 146
Holy City Naos 150
Forest of Sorrow 152
Naos Base 154
Regnum Stalactite Cave 160
Shopkeeper's Mansion 163
East Country Ashihara 166
Ashihara Royal Tomb 168
Garam Port 173
Calypso Mine 174
Western Country Garam 178
Kelmu Volcano 179
Otherworld Rift—Nigel 182
Battleship Lavendel 189
Gulpos, a Southern Country 194
Gulpos Orchard 196
Galpos Jungle 198
Grigori Village / Ship Deck 202
Commercial City Mamout 204
Remrace Marsh / Supply Base Taut 206
Northern Battlefield 211
North Country Tenos 214
Waiting-for-God's Garden 216
Tenos Weapons Factory 221
Airship Wentos 227
Sky Castle 230
Saniya Village / Myuce Tribe Village 236
Path of the Soul Pilgrimage, Kardia 240
Tower of Dawn 245
Post-Clear Enjoyment 256

CHAPTER 4 SUB EVENT 259

Introduction to Sub-Events 260
Arena Walkthrough 284
Single Battle Strategy 286
Party Battle Strategy 289
Extra Battle Strategy 292
Triverse Gate Strategy 294

CHAPTER 5 DATA 305

Enemy Data 306
Item Data 333
Items 334
Weapons 335
Armor 339
Armor'Head 341
Accessory 343
Ingredients 344
Valuables 345
Shop Data 346
Skit Data 355
Skit Player Index 356
Skits Triggered by Story Progression 359
Skits that occur when special conditions are met 373
Post-battle banter 383
Trophy Data 397

Special Contents 399

World Setting 400
Character Setting 406
Voice Actor Interview 420
KOKIA Interview 425
Developer Team Interview 426
Illustration Gallery 430

Index 444

Column DLC Titles and Costume Gallery

No.1 Luca & Ilia Arc 054
No.2 Sparda & Anju Chapter 258
No.3 Ricardo & Ermana Chapter 304
No.4 Kyukyu & Conway Chapter 398

I Had a Dream

In a world I do not know

In a distant country I do not know

There I

Ruca (Luca), a boy living in the royal capital Regnum, was having a mysterious dream.

Leading countless soldiers and wielding a greatsword as tall as himself,

A towering man charging across the battlefield as a general.

His name was Asura —

In the dream, Ruca always fought as Asura.

But in reality he was timid and weak-hearted, barely able to speak to others.

He was a far cry from the valiant, majestic Asura.

Despite sighing at the gap between Asura and himself, Luca led an ordinary life,

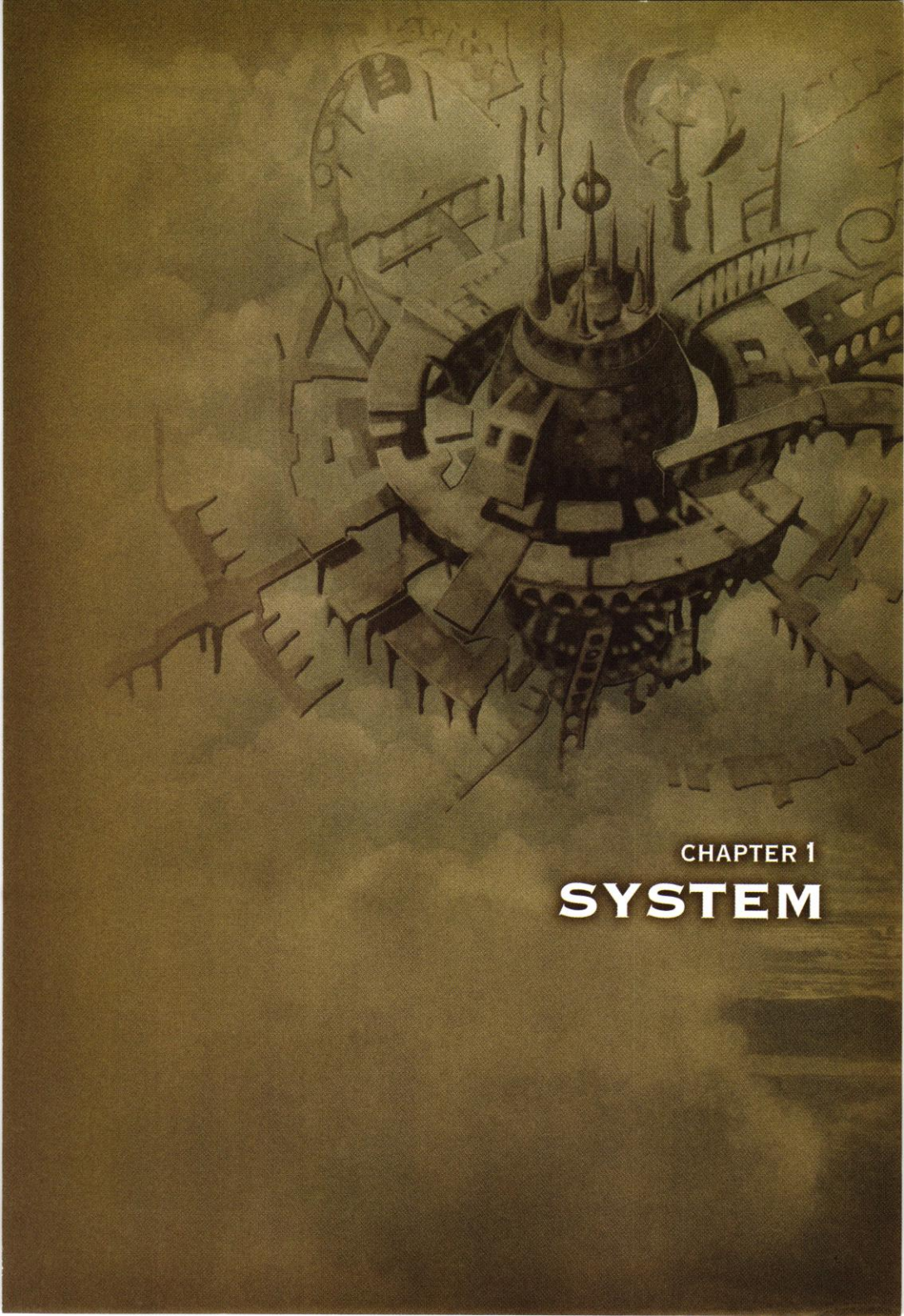
One day, he meets a girl.

The girl's name is Ilia.

She tells Luca that in her previous life she was Inanna Asra's lover.

When Luca learns that Asra was his previous life, he decides to set out on a journey with Ilia to investigate their past lives.

At the end of the journey, the truth Luca learns is……。



CHAPTER 1

SYSTEM

Getting to know the world of "Innocence R"

To progress through "Tales of Innocence R" (hereafter "Innocence R"), you need to be familiar with various things. First, let's check the basic flow.

Adventure through the world together with your companions!

The world where the protagonist Luca and his companions live is spread out with vast fields, with towns and dungeons dotted throughout. Luca heads toward towns and dungeons that are his destinations while adventuring through this world. Along the journey include battles with enemies and encounters with new allies awaiting him. In addition, there are many entertainments separate from the main story progression, such as sub-events (P.260) and skits (P.355).

Elements that make up the world

Mini-map showing information about surrounding areas The map displayed at the top right of the screen is called the "mini-map," and places you have visited even once will show the surrounding terrain there. The mini-map's display mode can be toggled with the R button: display → zoom → hide. Also, only while on the field, pressing the START button will display the full map, allowing you to check the names and locations of the towns and dungeons shown.

In addition to terrain, the mini-map displays various pieces of information via icons. What is shown differs among fields, towns, and dungeons, so please check the table below.

● Meanings of map icons and where they appear

Icon	Meaning	Field	Town	Dungeon
	Controllable character	○	○	○
	Person	–	○	○
	Treasure Chest	–	○	○
	Armory	–	○	–
	Item Shop	–	○	○ ※
	Grade Shop	–	○	–
	Inn	–	○	–
	Memory	–	○	○
	Town	○	–	–
	Dungeon	○	–	–
	Ship	○	–	–

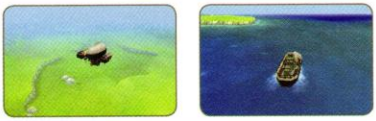
※ Only the battleship Lavender (p.190) is displayed.

Field

When traveling between towns and dungeons, you move across the field. There are various terrains such as plains and snowy fields, and seas and mountains cannot be traversed on foot. Note that there are no treasure chests placed on the field, but battles with en

Travel using vehicles!

In addition to walking, there are other means of moving across the field. With a ship you can cross the sea, and with an airship you can travel to any location on the field. However, access to either is only granted after you've progressed the story to a certain p



Use facilities to prepare for your adventures

In most towns, facilities like those on the right are available. At the weapon and armor shops with gald, the currency of this world. At the Grade Shop you can purchase tactics and similar items using Grade (p.031), the rating from battles. At inns you can recover injured allies. These facilities are used with gald, but only the Grade Shop operates using Grade, the battle evaluation.

Facilities and Features

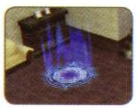
Facility Name	Features
Armory	Weapons (P.009), Armor — Body (P.009), Armor — Head (P.009), Accessories (P.009) can be purchased. Items (P.009) and Ingredients (P.009) can be purchased. Some shops also sell accessories.
Item Shop	
Grade Shop	Cooking recipes (P.020), Rave Abilities (P.016), and Strategies (P.050) can be purchased.
Inn	HP (P.010), TP (P.010), and recovery from incapacitation (P.041) are available. Fees vary by location.

Town

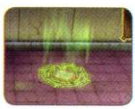
Towns, villages, and other places where people live — battles generally do not occur there. Facilities such as item shops and inns line the streets, allowing you to prepare for your adventure. Also, talking to people there can sometimes yield items.

Save at the Memory Circle!

There are "memory circles" like the ones shown in the pictures below in towns and dungeons; if you stand on one you can save your game data. Memory circles come in two colors: blue and green. The green ones, when stood on, will also restore HP, TP, and revive fallen characters (see P.041). By the way, on the field you can save at any time from the menu screen (see P.008).



Blue



Green

Dungeon

The main difference between battlefields or mines and towns is that battles occur. Also, generally a boss fight will take place in the deepest area. In addition, there are many places where you cannot proceed unless you solve mechanisms such as switches and levers.

Disable mechanisms with the Sorcerer Ring

The "Sorcerer Ring" obtained as you progress the story is an item necessary for solving mechanisms inside dungeons. It can be used by pressing a button while moving, firing a red light in the direction the character is facing. Many mechanisms respond when this light is applied. The "Sorcerer Ring" can be upgraded to the "Sorcerer Ring (Modified)" through a sub-event, allowing you to break certain rocks as well. Examples of mechanisms that use the "Sorcerer Ring"

Ice blocking the passage. If you shine the light on it as shown in the picture, it will melt and you can pass through.

A torch that can be lit with the "Sorcerer Ring." Lighting them in order will unlock it.

How to use the menu screen

There are many things you can do on the menu screen, such as checking status and changing eq uipment. To be fully prepared for your adventure, you need to master all of these functions.

What You Can Do on the Menu Screen

When you press a button on the field, the menu sc reen appears and allows you to do various things as described below. Many relate to combat, and some c an be configured during battle; the following explains each menu item.

Equipment, styles, and Rave must be configured here in ad vance. When you acquire new equipment or abilities, open the menu screen and update the settings regularly.

Menu Items		内容
Artes		P.035 Use Artes and configure whether to enable or disable them during battle
Items		You can also check item effects, and use certain items such as "Apple Gummy"
Equipment		You can change weapons, armor, accessories, and titles
Style		P.012 You can learn abilities and set abilities to activate
Rave		Page 014 You can set Rave Abilities
Battle Settings ☒P.048	Operations	You can set the actions of allies during battle. The setting only takes effect for the controllable character when th
	Formation	You can set the starting positions of characters at the beginning of battle
Cooking		Page 018 You can cook dishes and set cooking shortcuts
Status		Page 010 You can check each character's status, equipment, and Bond Value (P.011)
Library	Monster Compendium	You can check information on enemies you have fought so far
	Synopsis	You can review the story content you have progressed through so far
	Battle Book	You can read mainly basic explanations related to combat
	Records	You can check various records such as total play time, maximum hit count, and character usage counts.
System	Save	You can save game data. Usable only on a save circle or out in the field.
	Load	You can load saved game data
	Config	You can set battle difficulty (p.028), the speed at which messages are displayed, and other options.

Character swapping and party top

In the menu screen, besides the above, you can set whether a c haracter participates in battle and who will be the controllable ch aracter during combat. Allies who participate are called the main party, and allies who do not participate are called the sub party.

The character displayed at the top of the main party is the controlla ble character. Also, here you can set the party top that appears on the screen while moving. However, companions who do not par ticipate in battle cannot be chosen as the party top.

・Party Setup Rules

- The main party participating in battle can consist of up to 4 members
- The main party must have at least 1 member
- Allies in the sub-party receive only 70% of the experience points normally gained from battles

Items are categorized according to how they are used

There are various kinds of items, and on the menu screen they are displayed divided into eight categories according to their用途. However, even within the same category the effects of individual items differ, so when you obtain a new one, first check the descriptions. Recovery items and the like can also be used directly from the menu screen. Incidentally, except for some items, the possession limit is set to up to 15 of each item type.

Main uses of items by category

Category	Main uses
Items	Can restore HP and cure status ailments. It will be consumed and disappear after a single use.
Weapons	When equipped, it raises offense-related stats such as physical attack and skill attack
Armor	When equipped, it raises damage-mitigation-related stats such as physical defense and skill defense. Armor/Body equipment generally provides larger stat increases
Armor Head	

Category	Main uses
Accessory	When equipped it raises elemental resistances (p.046) and has various other effects
Ingredients	Used when cooking. Disappears after a single use
Valuables	An item required to progress the story or sub-events
DLC	An item downloaded from the network See p.052 for details

Choose equipment that suits the character

Under "Equipment", each character can equip one of each: Weapon, Body Armor, Head Armor, Accessory, and Title. The types of equipment a character can use vary by character, but all generally raise the character's stats. For example, equip Luka, who is good with techniques, with a weapon that has high physical attack; choose items that match each character's traits. Note that multiple characters can equip armor of the same category.

Decorations also increase resistances. There are many cases...It is effective to equip it to avoid enemy attacks.

Armor - Body types and equippable characters

Type	Equippable Characters
Armor	Luca/Spada
Guard	Ilia/Ricardo
Robe	Ange / Conway
Wear	Ermana/Kyukyu

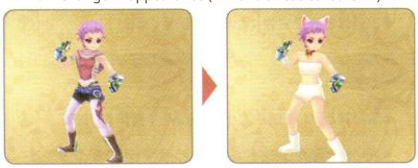
Armor - Head types and equippable characters

Type	Equippable Characters
Helmet	Luca/Spada/Ricardo/Kyukyu
Circlet	Ilia/Ange/Elmana/Conway
Hat	Male character
Ribbon	Female character

Equipping a title alters status and appearance

Characters can obtain titles through events and sub-events during the story. Like weapons and armor, these can be equipped to boost a character's stats. In addition, some titles change a character's appearance when equipped. Titles that alter appearance have a different icon than regular titles, so you can use that as an indicator. Appearance changes are reflected while moving and during battle, and in some events as well, allowing you to enjoy a slightly different look.

Change in appearance (Ermana's "Cat-eared Girl")



On the left is Ermana in her normal state. When the title "Cat-eared Girl" is equipped, her appearance changes to the cat costume shown on the right.

Status that represents a character's abilities

When checking a character's abilities, look at "Status". The status includes the items shown in the table below; among these, HP, TP, Physical Attack, Physical Defense, Magic Attack, and Magic Defense increase when the character levels up. Also, the meanings of each of these status items are

Attributes, resistances, and status resistances can be enhanced with equipment. Also, you can check the Bond value in the "Status" screen. This Bond value indicates the ties between characters and is related to skits and comments shown on the same screen.

Item name	Meaning
LV.	The character's current level. It increases each time a certain amount of experience is accumulated, up to a maximum of 200.
AP	The number of Ability Points currently held. They are earned by defeating enemies and are consumed when learning abilities (p.012).
HP	The character's HP. It decreases when taking damage, and reaching 0 renders the character incapacitated.
TP	Points consumed when using spells or skills. The required points vary by spell or skill, and they cannot be used if there are insufficient po
OVL	The Over Limit gauge. It rises when certain actions are taken, and when it fills to the maximum, you can activate Over Limit (p.043).
NEXT	The experience required to reach the next level.
Physical Attack	A value affecting the damage dealt to enemies by skills and normal attacks. The higher the value, the greater the damage dealt.
Physical Defense	A value affecting the damage received from enemies' skills and normal attacks. The higher the value, the more damage received can be
Magic Attack	A value affecting the damage dealt to enemies by spells. The higher the value, the greater the damage dealt.
Magic Defense	A value affecting the damage received from enemies' spells. The higher the value, the more damage received can be reduced.
Luck	A value related to the probability of landing a critical hit (p.038) when attacking and the probability of obtaining items from enemies.
Experience Points	The total amount of experience points currently obtained. Can be earned by defeating enemies.
Cooking Level	The character's current cooking level (P.019). It increases each time the Cooking Points (P.019) reach a certain value, up to a maximum c
Element	The attribute attached to the weapon currently equipped. This attribute is added to normal attacks (P.034)
Resistance	Resistance to the attributes of the armor currently equipped. An icon lights up when there is resistance
Status Resistance	Resistance to status abnormalities (P.041) of the armor currently equipped. An icon lights up when there is resistance

Luck changes through combat and staying at inns

Luck, which affects the probability of critical hits and item acquisition rates, is displayed by the number of stars from 1 to 5; more stars indicate higher luck. Luck can be raised by equipment and abilities, and it can also change when you stay at an inn or each time you win a battle. Since running away from battle (P.028) does not change it, if you want to steal an item from a specific enemy, stay at an inn until your luck reaches 5 and then repeatedly flee until you encounter the desired enemy.

Effects of Luck

- The higher it is, the greater the chance of scoring a critical hit when attacking
- The higher it is, the greater the chance for your Auto-Guard to activate (P.037)
- The higher it is, the lower the chance of becoming afflicted with status ailments
- The higher it is, the greater the probability that the skill "Search Guard" will succeed (P.030)
- The higher it is, the greater the chance that defeated enemies will drop items
- The higher it is, the greater the chance of stealing items from enemies (p.030)

How the number of Luck stars is determined

Determination of whether luck will change

- Stay at an inn → 100% change
- Win a battle → 30% chance of change

Drawing to determine the number of stars

After it is decided that luck will change, the number is determined by the probabilities on the right

Number of stars	Probability
1	30%
2	30%
3	20%
4	15%
5	5%

Further modified by armor and accessories

The number determined above is finally decided after adding the effects of items that affect luck, such as the "Rabbit Symbol"

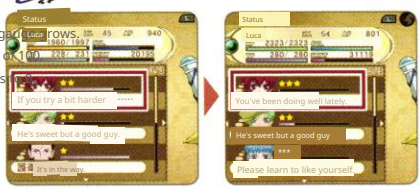
How to deepen bonds

Companions' relationships change over the course of the adventure. The bond represents the emotional distance between party members. Understand this system to further strengthen the relationships among your companions.

Effects of Bond Value

The bond value, which indicates the depth of comrades' ties, can be checked in the "Status". Although it is actually counted numerically, it is displayed on screen as the number of stars and a gauge.

This value is related to the conditions for skits to occur, and the characters' comments change depending on the number of stars. However, keep in mind that it does not affect battles or story progression. Example of comment changes (in the case of Luca and Ilia)



By reading the comments, you can tell what other companions think of that character. These comments change each time the number of stars increases.

How to read the bond value

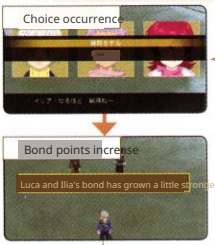
When the bond value increases, the gauge grows. When it reaches the maximum value of 100, 200, or 999, a star is added and the gauge returns to 0.

Each time the gauge fills, one is added. The maximum value is 999.

You can raise bond points with skits

While watching skits, choices sometimes appear during conversations, and selecting certain choices can increase bond points. Which character pairs gain points and how much increases vary depending on the choice. There are also some skits in which bond points increase just by watching, without any choices appearing.

Relationship between skit choices and bond point increases



There are 2–3 choices. No matter which choice you pick, the bond value will not decrease. For the amounts each choice increases, refer to Skit Data (p.355). Also, when simply viewing something increases bond value, the amount of increase is fixed.

When bond value increases, a message appears after the skit. If the increase amount is 14 or less: "It strengthened a little!"; if 15–24: "It strengthened!". If it is 25 or more, "It greatly strengthened!" will be displayed. Incidentally, skits can also increase the bond values of accompanying characters.

Earn bond points through battles!

If you perform the actions listed in the table below during battle, the bond points between the relevant characters will increase upon victory. Each action increases bond points by 1, but repeating the same action with the same pair will not be counted a second time. Therefore, changing the user and the target and performing actions that increase bond points is an efficient way to raise them. Actions that increase bond points (each increases by 1) Action

	Pairs that increase
Heal an ally's HP or TP	User and target
Use a skill that raises a status for an ally	
Cure an ally's status ailment	
Revive an ally from incapacitation	
Complete a mission	Participate in battle
Win with the Rave Gauge at level 4	All allies who are present, mutually
Defeat the final enemy with a Mystic Arte	

Notes on actions

- Healing an ally who does not need healing will not increase bond value (e.g., using an "Apple Gummi" on an ally with full HP has no effect)
- Even with the same action, if the user and target are swapped, the bond can increase (e.g., if Luca heals Ilia and Ilia heals Luca, Luca's and Ilia's bond values will each increase by 1, for a total increase of 2)

Styles and abilities

The character's combat capability is not determined by stats alone. Abilities learned from th e "Style" menu in the menu screen also greatly influence combat effectiveness.

Abilities that enhance combat capability

When you defeat enemies, you earn Ability Point s (AP) along with experience and other rewards. In the menu screen's "Style" you can use these AP to le arn special abilities. However, merely learning an a bility does not activate its effect—you must also sp end Capacity Points (CP) to equip it, so remember t o do so.

Abilities generally boost combat performance—for example, reducing TP cost of skills or adding actions. On the learning screen, icons are divided into seven t ypes according to effect categories, so look for the o nes that match the areas you want to strengthen. For details on individual abilities' effects, refer to the abil ity data (p.124).

Ability categories

Category	Features
Attack Type	Increase the damage of attacks with specific attributes, modify art-linked techniques (see p.046) to change skill combos, and otherwise strengthen offensive capabilities. Some also reduce the TP cost of mystic artes.
Defense Type	Many of these take effect when attacked by an enemy, i ncluding those that reduce damage taken from enemie s, ones that make stagger (P.039) or status abnormalities less likely, and some affect other abilities.
Support Type	They provide auxiliary effects such as increasing movem ent speed in battle, or raising the rate at which the Rave Gauge (P.014) and Over Limit Gauge (P.043) fill. There a re also abilities that increase the success rate of skills' "Rover Item."
OVL system	Abilities that take effect when Over Limit is activated. So me extend the duration of Over Limit activation, while ot hers boost stats during activation.

Category	Features
Parameter type	Abilities that modify stats such as physical attack, physic al defense, magical attack, magical defense, and luck. St rengthening certain stats may in some cases lower other stats.
	Increases a character's maximum CP by 1–4. It does not directly affect combat but is an ability required to use th e effects of other abilities.
1. Tit	Abilities that become learnable when a specific title is obtained When learned, new abilities appear and can then be learned.

CP is required to equip abilities

Abilities have no effect unless equipped. The maxi mum CP available for equipping is fixed for each ch aracter. Each ability consumes CP, and as long as th e total consumption remains within the maximum, y ou can equip as many abilities as you like. You can i ncrease the maximum CP by learning the "Capacity Up" ability, so if you want to equip many abilities, le arn multiple "Capacity Up" abilities.

The large number is 40. Thi s is the total CP initial value is 5, and the most Common to all characters.

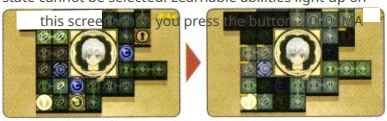
From learning an ability to equipping it

Defeat enemies to earn AP

To learn abilities, you first need to accumulate AP. AP is a system where you earn points for enemies you defeat when you win battles. The amount awarded is fixed per enemy, and some grant 0. Also, depending on certain missions (p.051), the AP gained as a reward upon completion may increase. If you want to farm AP, battle in locations where these kinds of missions occur.

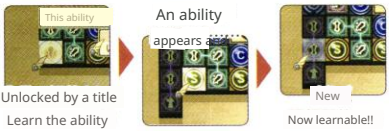
Spend AP to learn abilities

When you open "Style" on the menu screen and press the button, a screen showing ability icons arranged like the photograph below will appear. Here you select an ability and spend the required AP to learn it. However, even if you have enough AP, abilities that are not in a learnable state cannot be selected. Learnable abilities light up on this screen. Next, you press the button.



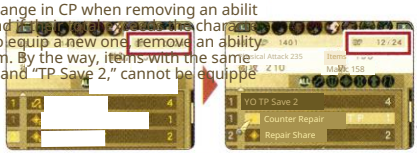
To make an ability learnable

New abilities become learnable when you visit a place called a "Memory Site" during the story. The corresponding abilities are then unlocked, and new icons appear on the "Style" screen. Note that abilities with a key-shaped icon can be learned after obtaining specific titles. Learning these abilities will cause further new abilities to appear.



Set Abilities

Once you have learned an ability, set it. However, ● Change in CP when removing an ability Each ability requires a certain amount of CP to equip, and the higher the character's maximum CP, you cannot equip it.攻 235 If you want to equip a new one, remove an ability that is already equipped to free up CP up to the maximum. By the way, items with the same name but differing only by a number, such as "TP Save 1" and "TP Save 2," cannot be equipped at the same time. Counter Repair TP リペアシェア

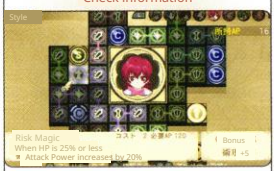


Enhance your stats with Group Bonuses

When you look at the ability icons, you'll notice that several of them are connected by lines. This is called a group, and if you learn all the abilities in the same group, you'll receive a Group Bonus (hereinafter referred to as G Bonuses). The bonuses differ in effect, but they all boost stats. They take effect simply by being acquired.

Mechanism for G Bonuses

Check information



Abilities connected by lines form a group, and the effects of the G Bonus are displayed at the bottom right of the screen. If the effect color is green it raises HP, light blue raises TP, red raises physical attack, blue raises physical defense, purple raises magic attack, and yellow raises magic defense.

Learn the ability

Learn the abilities within a group. Each group consists of 2–4 abilities. Those not connected to others by lines have no group, and even if learned they do not gain bonuses.

Receive a G Bonus

When you learn all abilities within a group, the icons briefly glow. This marks that you have obtained the G Bonus. When choosing which abilities to learn, it's good to consider the contents of the G Bonus as part of your decision criteria.

Gain the upper hand in battle with Rave

When you fight vigorously in battle, the Rave Gauge fills. This grants various positive effects to the entire party, allowing you to gain an advantage in combat.

Fill the gauge to gain positive effects

As you progress through the story, the Rave system becomes available. This system increases the Rave Gauge when you take certain actions during battle, triggering effects called Rave Abilities for the whole party. The effects include stat increases and other bonuses—the flow until a Rave Ability activates varies, such as raising stats or increasing experience gained. The Rave Gauge has up to four levels, which are unlocked in order as the story progresses. Each unlocked level increases the number of Rave Abilities you can set as a group.

Set Rave Abilities

Rave Abilities obtained—such as by purchasing them at the Grade Shop—can be set into the Rave Gauge levels that have been unlocked. The timing for unlocking levels is shown on the right, and from the menu screen's "Rave" you can set one ability per level. However, you can only set an ability into the level corresponding to the number in its name, and you cannot set multiple abilities with the same effect.

● Rave Gauge unlocking schedule

LV	Timing	
1	Naoz Base 6	▶P.154
2	Regnum Stalactite Cave 9	▶P.160
3	Ashihara Royal Tomb 2	▶P.168
4	Kelmu Volca	▶P.179

Increases the Rave Gauge

The equipped Rave Ability takes effect when the Rave Gauge is charged to a certain level during battle. Basically, the Rave Gauge increases when you attack enemies, and it decreases when you take enemy attacks or suffer status ailments (P.041). Additionally, if you trigger an Overlimit and use a Mystic Arte (P.044), the gauge will instantly drop to 0.

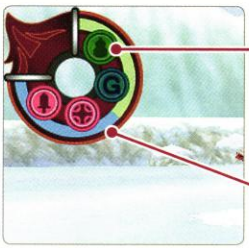
●Main actions and situations that easily increase or decrease the Rave Gauge

Increase	Decrease
●Use a high-power attack	●Take enemy attacks
●Attack with an attribute the enemy is weak to	●Become affected by status ailments or stat decreases
●Use advanced artes or Mystic Artes	● Time passes
●Rack up hit counts	● Fill the Escape Gauge (P.028)
●Attack while Overlimit is active	● Use a Mystic Arte

Rave Ability activates

When the Rave Gauge fills to a certain amount, the gauge's color changes and the level increases. Then, the Rave Ability set for that level activates. By further filling the gauge to reach the next level's color, the Rave Ability for that level will also activate simultaneously. Note that the gauge increases by 1000 per level, and can be filled up to a maximum of 5000.

● Changes to the Rave Gauge and icons



Rave Ability icons

The icons of the equipped Rave Abilities are displayed here. From the lower left they correspond to levels 1, 2, 3, and 4, and those whose effects are active light up as shown on the right.

・Lights up when activated

Gauge changes by level

Keep in mind the key points for increasing the gauge

The higher the level at which a Rave Ability can be set, the greater its effect when activated. Therefore, during battle you want to keep the gauge at as high a level as possible. The Rave Gauge increases when you hit an enemy, but the amount it increases is determined by the calculation below.

Like a formula, various elements are involved. Among them, the three most important are the arts used, the element, and Over Limit. In other words, it is best to attack an enemy's weak element with an advanced art during Over Limit.

Rave gauge increase formula

Increase amount = (1 + 1 Skill modifier) × 2 Power modifier × 3 Weakness modifier × 4 Critical modifier × 5 Guard modifier × ● Rave Gauge LV modifier × Hit count modifier × 8 × Overlimits modifier × ⑨ Controlled character modifier × ⑩ Guard counter modifier x1 Ability modifier × ⑫ Rave ability modifier

● Technique modifier

Modifier applied when attacking with a technique. See the table for modifier values. For types of techniques, refer to "Character Analysis" (P.056).

Types of techniques	Skill	Basic technique	Intermediate technique	Advanced technique
Modifier value	1	2	3	4

②Power Correction

A modifier that varies with an attack's power. The power value assigned to each attack divided by 100 becomes the modifier. The higher the power, the greater the increase. For details on power, see "Character Analysis" (P.056). ③Weakness Correction

A modifier that applies when an attack has an attribute. The modifier is determined by the enemy's resistance to that attribute. Note that the symbols in the table below correspond to those shown in the "Status Display Mode," which appears when you either defeat an enemy once or target an enemy with "Spectacles" and press the R button.

Elemental Resistance	◎	○	−	△	×
Modifier value	0.5	0.8	1	1.2	1.5

④ Critical Modifier

When a critical occurs on attack, an additional multiplier of 1.5 is applied.

⑤ Guard Modifier

The modifier applied depending on whether the enemy guarded when attacked. If guarded, a modifier of 0.7 is applied, reducing the amount of increase.

⑥ Rave Gauge Level Modifier

A modifier applied depending on the Rave Gauge level at the time of attack. The higher the level, the smaller the increase.

Rave Gauge Level	Initial	1	2	3	4
Modifier Values	2.4	1.9	1.2	0.75	0.3

⑦ Hit count modifier

Modifier applied depending on how many hits the combo (P.047) has continued. The greater the number of hits, the larger the increase.

Hit Count	1–20	31–59	60–89	90–119	120	以降
Correction Value	1	1.1		1.2	1.3	1.5

⑧ Overlimits Correction

A modifier applied depending on whether the attacking character has activated Overlimits. If activated, a 2.5 modifier is applied.

⑨ Player-Controlled Character Correction

A modifier that varies depending on whether the character is being controlled by the player. If not controlled by the player, a 0.5 modifier is applied, reducing the increase.

⑩ Guard Counter Adjustment

Adjustment that applies only when a Guard Counter (p.040) succeeds. For 10 seconds after success, a 1.5 multiplier is applied.

① Ability Adjustment

Certain abilities when set apply a modifier. See "Ability Data" (P.124) for details.

⑫ Rave Ability Modifier

Certain Rave abilities when set apply a modifier. See the list of Rave Abilities (P.016) for details.

TOPICS Use the "Rave Upper" ability to maintain the gauge!

As a way to increase the amount the Rave Gauge fills, there is the ability "Rave Upper" (p.128). This ability multiplies the Rave Gauge increase by 1.2, and it also requires only 30 AP to learn. Another advantage is that every allied character can learn it.

If everyone equips this ability, increasing the Rave Gauge becomes considerably easier. When you want to maintain a high gauge level, make use of this ability.

To suppress gauge decrease

The increased Rave Gauge will decrease over time or when taking enemy attacks. The decrease due to elapsed time is affected by allies' statuses as shown below, so recovering those statuses can suppress the decrease. For enemy attacks, you can reduce the gauge loss by guarding or by raising elemental resistances.

Factors that make the gauge more likely to decrease from enemy attacks

- Receive powerful attacks or attacks with a large number of hits
- A critical hit occurs from an enemy's attack
- Be attacked with an attribute to which the character has low resistance
- Receive attacks while the Rave Gauge level is high

Example of decrease amount due to elapsed time (about every 0.03 seconds)

CASE 1 No party member has abnormal status or status changes

The decrease amount for the whole party is 0.7 of the base value

CASE2 Be affected by abnormal status or state changes

Normal	Poisoned	Incapacitated	Paralyzed/ Physical attack down
0	0.5	1	0.5+0.1

Add the above value to 0.7 of the base value

Decrease amount: 0.7 + (0 + 0.5 + 1 + 0.6) = 2.8

・Amount decreased over time for each status

Main party status	Decrease amount (about 0.03 seconds each)
Incapacitated	1×number of people
Status ailment	0.5×number of people
Status changes that lower stats	0.1×number of people
Fill the Escape Gauge (p.028)	0.5

Rave Abilities can be purchased at the Grade Shop

Except for the "Team Attack 1–4" obtained when a level is first unlocked, all Rave abilities are purchased at Grade Shops. Which locations have Grade Shops However, the selection is the same, with new items being added over time. Those that particularly restore HP or TP are useful in any situation, so be sure to purchase them.

List of Rayve Abilities

Name	Grade	Sale Period ※	Effect
Gene 1	4	Naos Base 9 ▶P.154	Recover HP equal to 4% of maximum every 5 seconds
Regen 2	8	Regnum Stalactite Cave ⑩ ▶P.160	Recover HP equal to 6% of maximum every 5 seconds
Regen 3	8	Ashihara Royal Tomb 2 ▶P.169	Recover HP equal to 8% of maximum every 5 seconds
Gene 4	12	Kelmu Volcano 5 ▶P.179	Recover HP equal to 10% of maximum every 5 seconds
Relax 1	8	Naos Base 9 ▶P.154	Recover TP equal to 4% of maximum every 5 seconds
Relax 2	16	Regnum Stalactite Cave ▶P.160	Recover TP equal to 6% of maximum every 5 seconds
Relax 3	16	Ashihara Royal Tomb 2 ▶P.169	Recover TP equal to 8% of maximum every 5 seconds
Relax 4	24	Kelm Volcano 5 ▶P.179	Recover TP equal to 10% of maximum every 5 seconds
Divine Breath 1	16	Southern Country Garpos START ▶P.194	Recover HP and TP equal to 2% of maximum every 5 seconds
Divine Breath 2	20	Commercial City Mamute START ▶P.204	Recovers 3% of maximum HP and TP every 5 seconds
Divine Breath 3	24	North Country Tenos START ▶P.214	Recovers 4% of maximum HP and TP every 5 seconds
Divine Breath 4	28	Sania Village / Myusu Tribe Village START ▶P.225	Recovers 5% of maximum HP and TP every 5 seconds
Antibody 1	4	Naos Base 9 ▶P.154	The speed at which status ailments recover over time is increased by 1.5×
Antibody 2	4	Regnum Stalactite Cave ▶P.160	Status ailments recover twice as fast over time
Antibody 3	8	Ashihara Royal Tomb ▶P.169	Status ailments recover three times as fast over time
Antibody 4	12	Kelmu Volcano 5 ▶P.179	Status ailments recover ten times as fast over time
TP Charge 1	16	Kelmu Volcano 5 ▶P.179	TP recovered from normal attacks is doubled
TP Charge 2	16	South Country Galpos START ▶P.194	TP recovered from normal attacks is tripled
TP Charge 3	24	Commercial City Mamoot START ▶P.204	TP recovered from normal attacks is quadrupled
TP Charge 4	32	Sania Village / Myuce Tribe Village START ▶P.225	TP recovery from normal attacks becomes 5 times greater
Team Attack 1	—	Naos Base 6 ▶P.154	Physical attack increases by 6%
Team Attack 2	—	Regnum Stalactite Cave 9 ▶P.160	Physical attack increases by 9%
Team Attack 3	—	Ashihara Royal Tomb ▶P.168	Physical attack increases by 12%
Team Attack 4	—	Kelmu Volcano 5 ▶P.179	Physical attack increases by 15%

※"Team Attack 1–4" are obtained automatically when the Rave Gauge levels are unlocked, so the timing of those level unlocks is indicated.

Gain the upper hand in battle with Rave

Name	Grade	Sale Period	Effect
Team Magic 1	4	ナ→Osu Base ⑨	▶P.154 Magic Attack increases by 6%
Team Magic 2	8	Regnum Stalactite Cave ⑩	▶P.160 Magic Attack increases by 9%
Team Magic 3	12	Ashihara Royal Tomb ㉒	P.169 Magic Attack increases by 12%
Team Magic 4	12	Kelmu Volcano ㉕	P.179 Magic Attack increases by 15%
Team Defense 1	4	Naos Base ⑨	▶P.154 Physical Defense increases by 6%
Team Defense 2	4	Regnum Stalactite Cave ⑩	▶P.160 Physical defense increases by 9%
Team Defense 3	8	Ashihara Royal Tomb ㉒	▶P.169 Physical defense increases by 12%
Team Defense 4	8	Kelm Volcano 6	☒P.179 Physical defense increases by 15%
Team Resist 1	4	Naos Base ⑨	▶P.154 Magic defense increases by 6%
Team Resist 2	4	Regnum Stalactite Cave	P.160 Magic Defense increases by 9%
Team Resist 3	8	Ashihara Royal Tomb 2	▶P.169 Magic Defense increases by 12%
Team Resist 4	8	Kelmu Volcano ㉕	P.179 Magic Defense increases by 15%
Voltage 1	8	Kelmu Volcano	P.179 Overlimit gauge increases by 2% at regular intervals
Voltage 2	8	Southern Country Garpos START	☒P.194 Overlimit gauge increases by 4% at regular intervals
Voltage 3	12	Commercial City Mamute START	▶P.204 Overlimit gauge increases by 6% at regular intervals
Voltage 4	16	North Country Tenos START	▶P.214 ・Over Limit gauge increases by 8% at regular intervals
Divide Damage 1	4	South Country Galpos START	▶P.194 Reduces damage taken by 5%
Divide Damage 2	8	Commercial City Mamoot START	▶P.204 Reduces damage taken by 10%
Divide Damage 3	12	North Country Tenos START	P.214 Reduces damage taken by 15%
Divide Damage 4	16	Sania Village / Myuce Tribe Village START	▶P.236 Reduce damage received by 20%
End Bonus 1	4	Southern Country Galpos START	☒P.194 Increase Gald obtained after battle by 1.1×
End Bonus 2	4	Commercial City Mamute START	▶P.204 Increase Gald obtained after battle by 1.2×
End Bonus 3	8	Northern Country Tenos START	☒P.214 Increase Gald obtained after battle by 1.5×
End Bonus 4	12	Sania Village / Myuce Tribe Village START	▶P.236 Increase Gald obtained after battle by 2×
End Happiness 1	4	Southern Country Galpos START	☒P.194 Experience gained at the end of battle is increased by 1.1×
End Happiness 2	4	Commercial City Mamute START	▶P.204 Experience gained at the end of battle is increased by 1.2×
End Happiness 3	8	Northern Country Tenos START	▶P.214 Experience gained at the end of battle is increased by 1.5×
End Happiness 4	12	Sania Village / Myuce Tribe Village START	▶P.236 Experience gained at the end of battle is doubled
End Grow Up 1	4	Southern Country Garbos START	▶P.194 AP gained at the end of battle is increased by 1.1×
End Grow Up 2	4	Commercial City Mamute START	☒P.204 AP gained at the end of battle is increased by 1.2×
End Grow Up 3	8	Northern Country Tenos START	☒P.214 AP gained at the end of battle is increased by 1.5×
End Grow Up 4	12	Sania Village / Myuce Tribe Village START	▶P.236 AP gained at the end of battle is doubled
Item Collector 1	4	Southern Country Galpos START	☒P.194 Increased drop and steal rates for items dropped by enemies. See details below
Item Collector 2	4	Commercial City Mamute START	☒P.204 Increased drop and steal rates for items dropped by enemies. See details below
Item Collector 3	4	North Country Tenos START	☒P.214 Increased drop and steal rates for items dropped by enemies. See details below
Item Collector 4	8	Sania Village / Myusu Tribe Village START	▶P.236 Increased drop and steal rates for items dropped by enemies. See details below
Item Hunt 1	4	Southern Country Garbos START	▶P.194 Increased drop rates for items dropped by enemies (Normal +2% / Rare +0.5% / Super Rare +0.1%)
Item Hunt 2	4	Commercial City Mamoot START	▶P.204 Increased drop rates for items dropped by enemies (Normal +4% / Rare +1% / Ultra Rare +0.5%)
Item Hunt 3	4	Northern Country Tenos START	▶P.214 Increased drop rates for items dropped by enemies (Common +6% / Rare +2% / Super Rare +1%)
Item Hunt 4	8	Sania Village / Myusu Tribe Village START	▶P.236 Increased drop rates for items dropped by enemies (Common +10% / Rare +3% / Super Rare +2%)
Rave Up 1	4	Ashihara Royal Tomb 2	☒P.169 Rave Gauge increase amount becomes 1.25×
Rave Up 2	4	Kelm Volcano 6	P.179 Rave Gauge increase amount becomes 1.5×
Rave Up 3	4	South Country Galpos START	P.194 Rave Gauge increase amount becomes 2×
Rave Save 1	4	Ashihara Royal Tomb 2	P.169 Rave gauge decrease amount becomes 0.9×
Rave Save 2	4	Kelmu Volcano ㉕	☒P.179 Rave gauge decrease amount becomes 0.5×
Rave Save 3	4	Southern Country Garpos START	▶P.194 Rave gauge decrease amount becomes 0.2×

TOPICS "Item Collector" is effective for items not yet obtained

"Item Collector 1–4" increases the acquisition rate of items that can be obtained from enemies. However, this is applied only if the item is not registered in the "Monster Compendium". In other words, it does not affect items once you have obtained them from that enemy. For enemy item drop rates, see P.030.

Acquisition rate modifiers for "Item Collector 1–4"

Rave Abilities	Probability of dropped items / probability of stolen items		
	Normal / 30%	Rare / 10%	Super Rare / 2%
Item Collector 1	+3%	+1%	+0.5%
Item Collector 2	+6%	+2%	+1%
Item Collector 3	+8%	+5%	+2%
Item Collector 4	+14%	+11%	+3.5%

COOKING

Master cooking

Meals that can be made by collecting recipes and ingredients. In addition to providing advantage s in battle, they can trigger skits and reveal character personalities through likes and dislikes.

Collect what you need and prepare dishes

To cook a dish, you first need a recipe. Then, by gat hering the ingredients required for it, you can prepare the dish. Its effects vary, such as restoring HP or raisi ng stats. However, there are times when cooking fails, and in those cases the effects are greatly reduced.

Cooking can be prepared from the menu screen, and if set to a shortcut, it can also be made upon winning a batt le. There is no difference in effect depending on where it i s made, but when you cannot open the menu screen duri ng consecutive battles, having a shortcut is convenient.

Dish categories and main effects

Category	Main effects
Rice-based: restores HP	
Bread-based	Restores HP and TP or increases their maximum values
Meat-based	Increases physical attack
Noodle/Pasta-based: increases magical attack	
Fish-based	Increases physical defense
Vegetable-based	Increase magical defense
Juices/Soups	Increase resistance to status ailments and status changes
Desserts	Restore TP

Process until the dish is completed

Obtain the recipe for the dish

Recipes can be obtained from sub-event s, treasure chests, and the like. Once obt ained, they will appear on the cooking screen so you can check their effects.

Gather the necessary ingredients

The ingredients required for a dish vary by recipe, but all of them can be purchased a cook shops. They can also be dropped by enemies or obtained from treasure chests.

Prepare cooking

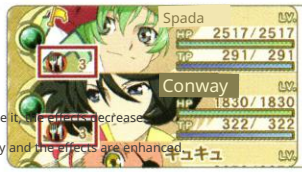
Select the dish to prepare and the charact er who will cook it to start cooking. To coo k again, you must first change in battle or stay at an inn.

Things that affect the effect and the number of times the effect applies

The effects of dishes differ by recipe, but they all appl y to the entire party. However, even for the same recipe, the effect may change depending on the cooking chara cter's strengths and weaknesses and the characters' like s and dislikes. Also, there are dishes whose effects act ivate when created and dishes whose effects infl uence battles after being made.

Remember that some dishes take effect during a few battles after being made. For example, a "Hamburger" will increase the party's magic attack and magic defense by 10% for three battles after creation. Note that if you make a new dish who se effect activates in battle before the previous effect expires , the previous effect will be canceled, so be careful.

- If you fail at cooking, any recipe will only have the effect "R estore 1% of HP and TP."
- A character who likes the dish receives increased effects; if they dislike it, the effects decrease.
- If a character who is skilled at cooking makes it, success is more likely and the effects are enhanced.



How many more times the effect wil remaining
かは、メニュー画面でその回数を確認できる。

How the cooking success rate is determined

Whether cooking succeeds or fails is determined by the character's cooking strengths and weaknesses, the cooking level, and the reference cooking level set for each dish (hereafter referred to as the reference level). Among these factors, the character's cooking level is important for increasing the success rate. If this value is equal to or higher than the reference level, the success rate increases significantly. Additionally, having a character who is skilled or normal at the dish cook it makes success more likely.

This is the suggested level. When viewing a dish in the menu screen, it is displayed at the top right of the screen.

Cooking success probability

Success probability (※) = 1 + proficiency adjustment − (2 × reference LV − 3 × current cooking LV) × 3

Affiliation/Disadvantage Adjustments

When favorable: 100, normal: 90, unfavorable: 70.

②Approx. Level

The suggested cooking level set for each dish.

Current Cooking LV

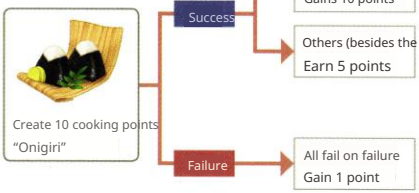
The character's cooking level for preparing dishes.

※：There is a cap depending on the character's strengths and weaknesses: if they are Skilled or Average, the cap is 100% and if Unskilled, it is 80%.

How to raise the cooking level

A character's cooking level increases by preparing dishes. Each dish has its own Cooking Points, and when creation succeeds, the character who made it receives 100% of the points, while other characters receive 50% of the points. When a certain amount of points accumulates, the cooking level goes up. Conversely, if you fail, the points gained for any dish become 1, so when you want to earn Cooking Points, it's better to repeatedly make dishes with a low recommended level that are easy to succeed at.

Example of earning Cooking Points


Create 10 cooking points "Onigiri"
Success
The creator Gains 10 points
Others (besides the creator) Earn 5 points
Failure
All fail on failure Gain 1 point

Cooking points required to raise the cooking level ("LV" indicates cooking level, "Points" indicates cooking points)

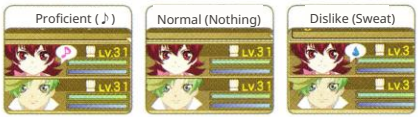
LV	Points	LV	Points	LV	Points	LV	Points	LV	Points	LV	Points	LV	Points
2	12	19	48	36	141	53	292	70	502	87	768		
3	12	20	52	37	148	54	303	71	516	88	786		
4	13	21	56	38	156	55	314	72	530	89	804		
5	14	22	60	39	164	56	325	73	544	90	822		
6	15	23	64	40	172	57	336	74	559	91	840		
7	16	24	69	41	180	58	348	75	574	92	858		
8	18	25	74	42	188	59	360	76	589	93	876		
9	20	26	79	43	196	60	372	77	604	94	895		
10	22	27	84	44	205	61	384	78	620	95	914		
11	24	28	90	45	214	62	396	79	636	96	933		
12	26	29	96	46	223	63	408	80	652	97	952		
13	28	30	102	47	232	64	421	81	668	98	972		
14	31	31	108	48	242	65	434	82	684	99	992		
15	34	32	114	49	252	66	447	83	700				
16	37	33	120	50	262	67	460	84	717				
17	40	34	127	51	272	68	474	85	734				
18	44	35	134	52	282	69	488	86	751				

Effects of Strengths, Weaknesses, and Likes/Dislikes

Each character has strengths, weaknesses, and likes/dislikes for each dish. When preparing a dish, the character's strengths and weaknesses affect the cooking, changing the success rate, effects, and the cooking points obtained. Strengths and weaknesses influence the character when making a dish,

You can check this on the character selection screen, so have a character who is strong at the dish make it whenever possible. Likes and dislikes, on the other hand, affect the dish when its effects are applied. If a character likes the dish, the effect increases by 10%; if they dislike it, the effect decreases by 30%.

How to Recognize Strengths and Weaknesses



Effects of Strengths and Weaknesses

Affected Items	Proficient	Normal	Not Proficient
Cooking Success Rate	Increase	—	Decrease
Effect	Additional	—	—
Cooking Points	10% Increase	—	—

Effect Differences Due to Likes and Dislikes

CASE1 When creating "Mapo Curry" (recovers 50% HP), compare the recovery amount between Normal and Hate starting fro

CASE2 When creating "Gâteau au Chocolat" (recovers 50% TP), compare the recovery amount between Normal and Like starting fron

Cooking Data

All dish data disclosed. Cooking points and likes/dislikes are information that can only be seen here.

Onigiri — Rice-based
Cooking LV — Number of uses 1 — Cooking Points 10
Acquired West Battlefield (P.146)
Ingredients Salted nori/Rice
Proficient — Likes —
Not good at — Hate —
Effect: Normal Restores 10% HP
Proficient —

Egg over rice — Rice-based
Cooking LV 13 — Cooking Points 16 — Number of uses —
Acquired Treasure chest on NAOS Base MAP4 (P.157)
Ingredients Egg/Rice ×2
Proficient — Likes Ricardo
Weak — Hate —
Effect: Normal HP 15% recovery
Specialty —

Mushroom rice — Rice-based
Cooking LV 21 — Cooking Points 22 — Number of uses —
Obtain from a treasure chest in the Merchant's Mansion MAP2 (P.164)
Ingredients Mushroom/Rice ×2
Specialty Anju — Likes —
Weakness — Hate —
Effect: Normal HP 20% recovery
Specialty HP 30% recovery

Omelette rice (Omurice) — Rice-based
Cooking LV 31 — Cooking Points 31 — Number of uses —
Obtain from the Grade Shop (p.354)
Ingredients: Egg, Onion/Chicken/Tomato/Rice
Specialty: Ermána — Likes キュキュ
Weakness: — Dislikes —
Effect: Normal: Restores 25% HP
Specialty: Restores 35% HP

Seafood Doria — Rice-based
Cooking LV 37 — Cooking Points 35 — Number of Uses —
Acquisition: Treasure chest in the Otherworld Rift — Nigel MAP 1 (P.183)
Ingredients: Squid/Shrimp/Cheese/Milk/Rice ×2
Specialty: Conway — Likes —
Weakness: Kyukyu — Hate —
Effect: Normal: Restores 30% HP
Specialty: Restores 45% HP

Pilaf — Rice-based
Cooking LV 41 — Cooking Points 37 — Number of Uses —
Acquisition: Grade Shop (P.354)
Ingredients: Mushroom/Onion/Chicken ×2/Rice ×2
Proficient Luka — Likes —
Not good at — Hate —
Effect: Normal HP 40% Recovery
Specialty: Restores 55% HP

Locomoco — Rice-based

Cooking LV 44 Cooking Points 43 — Number of uses —

Obtained from sub-event 079 "Tropical Meal" (P.269)

Ingredients: Egg/Beef/Pork/Rice×2/Lettuce

Strengths — — Likes —

Weaknesses — Hate —

Effect: Normal: Restores 50% HP

Proficient —

Mapo Curry — Rice-based

Cooking LV 50 Cooking Points 51 Number of uses —

Obtained: Treasure chest in Garden of Waiting MAP1 (P.217)

Ingredients: Onion/Tofu×3/Tomato/Rice×3

Proficient — Likes —

Not good at — Disliked by: Luca

Effect: Normal: Restores 50% HP / Revives from incapacitation

Specialty —

Okonomiyaki Sandwich — Rice-based

Cooking LV — 55 Cooking Points 54 Duration

Obtain: Sub-event 121 "Okonomiyaki Sister ③" (P.274)

Ingredients: Squid / Cabbage ×3 / Pork / Mochi-Mocchin Flour / Rice

Proficient — Likes —

Not favored: Luca — Hate —

Effect: Normal: Restores 70% HP

Proficient —

Whole Skewer B Curry — Rice-based

Cooking LV 82 Cooking Points 70 — Duration

Obtain: Sub-event 133 "Sergeant Hotman" (P.275)

Ingredients: Onion / Carrot / Banana ×4 / Potato / Rice ×4

Proficient — Likes —

Not good at — Hate —

Effect: Restores 80% of HP / Revives from incapacitation

Proficient —

Sandwich — Bread category

Cooking LV 7 Cooking Points 13 Number of uses —

Acquired: Sub-event 011 "Lost Brooch" (P.262)

Ingredients: Egg/Bread/Lettuce

Specialty: Ilia — Likes: Spada

Not good at — Hate —

Effect: Normal: Restores 5% of HP and TP

Specialty: Restores 10% of HP and TP

French Toast — Bread category

Cooking LV 20 Cooking Points 19 — Number of uses —

Acquired: Grade Shop (P.354)

Ingredients: Egg/Bread/Milk

Proficient — Likes Luka

Not good at — Hate —

Effect: Normal: Restores 15% of HP and 10% of TP

Proficient —

Yakisoba Bread — Bread category

Cooking LV 30 Cooking Points 29 — 2 Number of Uses

Acquired: Sub-event 040 "Wonder Chef ⑤" (p.265)

Ingredients: Cabbage / Bread / Pork / Mochimocchin Flour

Proficient — Likes —

Not good at — Hate —

Effect: Normal Increases maximum HP and TP by 5% / Grants "Runner 1"

Proficient —

Cheese Fondue — Bread category

Cooking LV 36 Cooking Points 35 Number of Uses —

Acquired: Treasure chest on Kerm Volcano MAP3 (p.180)

Ingredients: Cheese / Garlic / Bread / Milk / Mochimocchin Flour

Proficient — Likes —

Not good at — Hate —

Effect: Normal Restores 25% HP and 20% TP

Proficient —

Hamburger — Bread category

Cooking LV 41 Cooking Points 37 — Number of uses 3

Acquired: Grade Shop (p.354)

Ingredients: Tomato / Bread ×2 / Beef / Lettuce

Proficient — Likes Ilia

Not good at — Hate Conway

Effect: Normal — Magic Attack and Magic Defense increased by 10%

Proficient —

Croque-monsieur — Bread category

Cooking LV 44 Cooking Points 43 — 3 Number of Uses

Acquired: Sub-event 092 "Wonder Chef ⑧" (P.270)

Ingredients Cheese ×2 / Bread ×2 / Pork

Specialty Kyukyu — Likes —

Not good at — Hate —

Effect: Normal Max HP and TP +10%

Specialty: Max HP and TP +10% / Adds "Counter Strike"

Pizza Toast — Bread category

Cooking LV 51 Cooking Points 51 Number of Uses 2

Acquired: Treasure chest in Tenos Weapon Factory MAP3 (P.223)

Ingredients: Onion / Cheese ×3 / Tomato / Bread ×2 / Beef

Proficient — Likes —

Not good at — Disliked By Anju

Effect: Normal Physical Attack and Physical Defense +10% / Adds "Higi Plus"

Proficient —

Bread Pudding

Bread category

Cooking LV 56 Cooking Points 55 Number of uses —

Acquired: Sub-event 120 "Bad Cooking ②" (P.273)

Ingredients: Strawberry / Egg / Banana / Bread ×3 / Milk ×2

Proficient — Likes —

Not good at — Disliked by: Ricardo

Effect: Normal: Restores 40% of HP and 30% of TP

Specialty —

Croquette Bread

Bread category

Cooking LV 61 Cooking Points 60 Uses —

Acquisition: Treasure chest on Dawn Tower MAP2 (P.247)

Ingredients: Onion ×2 / Bread ×3 / Beef / Potato ×3

Proficient — Likes —

Not Good At: Ricardo Hate —

Effect: Normal: Restores 60% HP, 40% TP

Proficient —

Pakku Man

Bread category

Cooking LV 89 Cooking Points 76 Uses 2

Acquisition: Sub-event 172 "The Great Adventurer Who Travelled the World" (P.261)

Ingredients: Egg ×2 / Bread ×4 / Milk ×2 / Mochimocchin Flour ×3

Proficient — Likes —

Not good at — Hate —

Effect: Normal: Max HP +20%, Max TP +30%

Specialty —

Fried Chicken Potatoes

Meat Type

Cooking LV 3 Cooking Points 11 Number of Uses 2

Acquired From Sub-event 004 "Stamina Is Capital" (P.261)

Ingredients Chicken / Potato

Proficient — Likes —

Not good at — Disliked By Anju

+3 % Effect: Normal Physical Attack

Specialty —

Yakitori

Meat Type

Cooking LV 11 Cooking Points 16 Number of Uses 4

Acquired From Treasure Chest in Melancholy Forest MAP3 (P.153)

Ingredients Salted Chicken / Green Onion

Proficient — Likes —

Disliked Conway Hate —

Effect: Normal Physical Attack +3% / Grants "Lost Attack"

Proficient —

Hamburger Steak

Meat Type

Cooking LV 22 Cooking Points 22 Number of Uses 2

Acquired From Sub-event 030 "Wonder Chef ③" (P.264)

Ingredients: Onion/Beef/Pork

Proficient — Likes Elmana

Not Good At: Ricardo Hate —

Effect: Normal: Physical Attack +5% / Grants "Critical"

"Specialty —

Steak

Meat Type

Cooking LV34 Cooking Points 33 Number of Uses 2

Obtained: Sub-event 047 "Wonder Chef ⑥" (P.265)

Ingredients: Garlic/Beef ×3

Proficient — Likes Ilia

Not good at — Disliked By Anju

Number of Uses

Effect: Normal: Increases physical attack by 8% / Grants "Hard Shot"

"Specialty —

Okonomiyaki

Meat Type

Cooking LV40 Cooking Points 37 Number of Uses 2

Obtained: Sub-event 076 "Okonomiyaki Sister ②" (P.268)

Ingredients: Cabbage×3/Pork/Mochimochkin Flour×2

Specialty: Ermana Likes Elmana

Not good at — Hate —

Effect: Normal Physical Attack +10%

Specialty: Physical Attack +10% / Grants "Destroy"

Sukiyaki

Meat Type

Cooking LV 45 Cooking Points 44 Number of Uses 2

Acquired: Treasure chest on MAP1 of the commercial city Mamoot (P.205)

Ingredients: Mushroom/Egg/Tofu/Chinese cabbage/Beef ×2

Proficient Elmana Likes —

Not good at — Hate —

Effect: Normal Physical Attack +10% / Grants "Attack Feint"

Specialty: Physical Attack +12% / Grants "Attack Feint"

Mapo Tofu

Meat Type

Cooking LV 48 Cooking Points 49 Number of Uses 3

Acquired: Sub Event 107 "Wonder Chef ⑩" (P.272)

Ingredients Tofu ×3 / Beef ×2 / Pork ×2

Proficient — Likes —

Not good at — Hate —

Effect: Normal Physical Attack +12%

"Specialty —

Scotch Egg

Meat Type

Cooking LV52 Cooking Points 52 Number of uses 2

52 Cooking Points 52 Number of uses 2

Acquired: Treasure chest on the airship Ventos MAP2 (P.228)

Ingredients Cabbage / Egg ×2 / Onion / Beef ×2 / Pork ×2

Proficient — Likes —

Not good with Sparda Dislike Spada

Effect: Increases normal physical attack by 15% / Grants "Down 2"

"Specialty —

Roast Beef

Meat Type

Cooking LV 58 Cooking Points 57 | Number of uses 2

Acquired: Sub-event 167 "Wonder Chef" (P.280)

Ingredients: Salt / Onion ×2 / Carrot ×2 / Garlic / Beef ×3

Effect: Normal Physical Attack +20%

Proficient —

Strengths — | Likes —

Weaknesses — | Hate —

Whole Roasted Chicken

Meat Type

Cooking LV 86 Cooking Points 74 Number of Uses 1

Acquired: Sub-event 159 "Iria Mama's Secret Whole Roasted Chicken" (P.279)

Ingredients: Salt / Onion ×2 / Chicken ×4 / Garlic ×2 / Potato ×2

Effect: Normal Physical Attack +10% / Adds "Ougi Plus"

Special Physical Attack +10% / Adds "Ougi Plus" / Uses +1

Proficient Ricardo | Likes: Iria

Not good at — | Hate —

Yakisoba

Noodles · Pasta category

Cooking LV 6 Cooking Points 12 | Number of uses 4

Acquired: Treasure chest on Regnum Pass MAP2 (p.145)

Ingredients: Cabbage / Pork / Mochimochin flour

Effect: Normal: Magic Attack +3%

Proficient —

Proficient — | Likes —

Not good at — | Hate —

Meat Sauce

Noodles · Pasta category

Cooking LV 20 Cooking Points 19 Number of Uses 1

Cooking Points 19 Number of Uses

Acquired: Treasure chest in Regnum Stalactite Cave MAP1 (P.161)

Ingredients: Onion / Tomato / Pork / Mochimochin flour

Effect: Normal — Magic Attack +3% / Adds "Infinity"

Proficient —

Proficient — | Likes —

Not good at — | Hate —

Seafood Pasta

Noodles · Pasta category

Cooking LV 25 Cooking Points 24 | Number of uses 2

Acquired: Grade Shop (P.354)

Ingredients: Squid / Shrimp / Mochimochin flour ×2

Effect: Normal: Magic Attack +5% / Adds "Aqua Rise 1"

"Specialty —

Proficient — | Likes Spada

Not good at — | Disliked by: Kyukyu

Chilled Tomato Pasta

Noodles · Pasta category

Cooking LV33 Cooking Points 32

Number of Uses 3

Acquired: Treasure chest on Calypso Mine MAP2 (P.175)

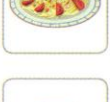
Ingredients: Tomato ×3 / Garlic / Mochimocchin Flour ×2

Effect: Normal: Magic Attack +8% / Grants "Magic Feint"

Proficient —

Proficient — | Likes —

Not Good At: Ricardo | Disliked by Conway



Carbonara

Noodles · Pasta category

Cooking LV38 Cooking Points 36 | Number of Uses 3

Acquired: Treasure chest on Battleship Ravendel MAP3 (P.190)

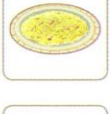
Ingredients: Egg ×2 / Cheese / Mochimocchin Flour ×2

Effect: Normal: Magic Attack +10% / Grants "Lost Magic"

Proficient —

Proficient — | Liked by Luca

Not good at — | Hate —



Grated Soba

Noodles · Pasta category

Cooking LV 44 Cooking Points 43 | Number of uses 3

Acquired: Grade Shop (P.354)

Ingredients: Daikon ×2 / Nori / Mochimocchin Flour ×2

Effect: Normal: Magic Attack +12%

Specialty: Magic Attack +15% / Uses +1

Proficient キュキュ | Likes —

Not good at — | Hate —

Chashu Ramen

Noodles · Pasta category

Cooking LV 49 Cooking Points 50 | Number of uses 2

Acquired: Grade Shop (P.354)

Ingredients: Nori / Green Onion / Pork ×2 / Mochimocchin Flour ×3

Effect: Normal Magic Attack +12% / Grants "Spell Keep"

Proficient —

Proficient — | Likes: Kyukyu

Not good at — | Dislikes: —

Omusoba (Omelette Yakisoba)

Noodles · Pasta category

Cooking LV 54 Cooking Points 53 | Effect Uses: 2

Acquired: Grade Shop (P.354)

Ingredients: Cabbage / Egg ×2 / Tomato / Pork / Mochimocchin Flour ×2

Effect: Normal: Magic Attack +15% / Adds "Spell Lucky"

Specialty: -

Proficient — | Likes —

Not good at — | Hate —

Grasper

Noodles · Pasta category

Cooking LV 59 Cooking Points 58 Effect Uses: 1

Acquisition: Treasure chest in Soul Pilgrimage Route Kardia MAP1 (p.241)

Ingredients: Shrimp / Onion / Cheese ×3 / Potato / Mochimocchin Flour ×3

Effect: Normal: Magic Attack +15% / Adds "Instant Spell"

Specialty: Magic Attack +20% / Adds "Instant Spell" / Uses +1

Specialty: Conway | Likes —

Not good at — | Hate —

Saba Miso Pasta — Noodles · Pasta category
Cooking LV 85 Cooking Points 73 — Number of uses 1
Acquired Sub-event 139 "Chitose and the Little Bird ③" (P.276)
Ingredients Mackerel ×4 / Miso ×2 / Mochimochin Flour ×4
Strengths — — Likes —
Weaknesses — — Hate —
Effect: Normal: Magic Attack +10% / Adds "Speed Spell 3"
Proficient —

Mackerel Miso — Fish-type
Cooking LV 8 Cooking Points 13 — Number of uses 4
Acquired: Grade Shop (p.354)
Ingredient: Mackerel Miso
Proficient — Likes: Anju
Not good at — Hate —
Effect: Normal Physical Defense +3%
Proficient —

Salmon Meunière — Fish-type
Cooking LV 14 Cooking Points 16 — Number of uses 2
Acquired Sub-event 020 "Wonder Chef ②" (P.263)
Ingredients: Salmon / Salt / Mochimochin Flour
Proficient Spada — Likes Spada
Not good at — Hate —
Effect: Normal Physical Defense +5%
Special: Physical Defense +5% / Grants "Aerial Jump"

Simmered Daikon and Squid — Fish-type
Cooking LV 28 Cooking Points 28 Number of Uses 2
Acquisition: Treasure chest in Ashihara Royal Tomb MAP2 (P.170)
Ingredients: Squid ×2 / Kelp / Daikon ×2
Specialty: Anju — Likes Ricardo
Not good at — Hate —
Effect: Normal Physical Defense +5%
Special: Physical Defense +5% / Grants "Limit Break"

Fisherman's Hotpot — Fish-type
Cooking LV 32 Cooking Points 32 Number of Uses 3
Acquisition: Grade Shop (P.354)
Ingredients: Kelp / Mackerel / Green Onion / Chinese Cabbage / Tuna
Proficient — Likes —
Not good at — Hate —
Effect: Normal: Physical defense +8% / Grants "Invalid Attack"
Proficient —

Chili Shrimp — Fish-type
Cooking LV 35 Cooking Points 34 — Number of uses 3
Acquired: Grade Shop (p.354)
Ingredients: Shrimp ×3 / Tomato / Green Onion
Proficient — Likes —
Not good at — Disliked: Luca
Effect: Normal: Physical Defense +10% / Grants "Lucky Avoid"
Proficient —

Miso Oden — Fish-type
Cooking LV 46 Cooking Points 45 Uses 3
Acquired: Treasure chest in Remles Marsh MAP2 (p.207)
Ingredients: Kelp ×2 / Mackerel / Daikon / Egg / Miso
Proficient — Likes —
Not good at — Hate —
Effect: Normal: Physical Defense +12%
Proficient —

Chanchan-yaki — Fish-type
Cooking LV 54 Cooking Points 53 Uses 2
Acquired: Grade Shop (p.354)
Ingredients: Mushroom / Cabbage / Salmon ×2 / Green Onion / Miso
Proficient Ricardo — Likes キュキュ
Not good at — Hate —
Effect: Normal: Physical Defense +15% / Grants "Guard Up 2"
Expert: Physical Defense +15% / Grants "Guard Up 3" / Uses +1

Osashimi — Fish-type
Cooking LV 59 Cooking Points 58 Number of Uses 1
Acquisition: Talk to the young man on Saniya Village MAP1 (P.237)
Ingredients: Squid×2 / Shrimp×2 / Salmon / Mackerel / Tuna×2
Proficient — Likes —
Disliked by Ermanna — Disliked by: Kyukyu
Effect: Normal Physical Defense +12% / Grants "Survive"
Proficient —

Osushi — Fish-type
Cooking LV 63 Cooking Points 62 Number of Uses 3
Acquisition: Sub-event 141 "The Thing Lurking in the Royal Tomb" (P.277)
Ingredients: Shrimp / Kelp / Salmon / Tuna / Rice×4
Proficient — Likes —
Disliked by Luca / Ermanna — Disliked by: Kyukyu
Effect: Normal Physical Defense +20%
Favored —

Funa Sushi — Fish-type
Cooking LV 90 Cooking Points 78 Number of Uses 1
Acquisition: Sub-event 140 "Funa Sushi" (P.276)
Ingredients: Funa×4 / Rice×4
Proficient — Likes —
Not good at Luca / Conway — Hate —
Effect: Normal: Physical defense +10% / Grants "Phoenix"
Proficient —

Salad — Vegetable-type

Cooking LV 9 Cooking Points 13 — Number of uses 3

Obtainable: Grade Shop (P.354)

Ingredients: Cabbage / Tomato / Lettuce

Proficient Luka — Likes —

Not good at — — Disliked by Ilia / Conway

Effect: Normal: Magic defense +3% / Grants "Invalid Magic"

Specialty: Magic defense +5% / Grants "Invalid Magic" / Uses +1

Coleslaw — Vegetable-type

Cooking Level 18 Cooking Points 18 — Number of uses 4

Acquire Grade Shop (P.354)

Ingredients: Cabbage / Salt / Onion / Carrot

Proficient — — Likes —

Not good at — — Hate —

t" effect: Normal: Magic Defense +5% / Grants "Lost Resis

Proficient —

Tofu Steak — Vegetable-type

Cooking Level 23 Cooking Points 22 — Number of uses 1

Acquired: Side Event 031 "Frugal Cooking" (P.264)

Ingredients: Mushroom / Tofu ×3

Proficient — — Likes —

Not good at — — Disliked by Ilia

Effect: Normal: Magic Defense +8% / Grants "Appease"

Proficient —

Stir-fried Vegetables — Vegetable-type

Cooking LV 26 Cooking Points 26 Number of Uses 2

Obtained: Grade Shop (P.354)

Ingredients: Cabbage ×2 / Onion / Carrot / Pork

Proficient Luka — Like Conway

Not good at — — Hate —

Effect: Normal: Magic Defense +8% / Grants "Magic Avoid"

Specialty: Magic Defense +10% / Grants "Magic Avoid" / Uses +1

Seared Mushrooms — Vegetable-type

Cooking Lv 35 Cooking Points 34 — Number of uses 2

Acquired: Grade Shop (P.354)

Ingredients: Mushroom ×3 / Carrot / Potato

Proficient Ricardo — Likes —

Not good at — — Hate —

効果: Normal: Magic Defense +10% / Grants "Flare Shield 1"

Specialty: Magic Defense +12% / Grants "Flare Shield 2"

Curry Pot — Vegetable-type

Cooking Lv 43 Cooking Points 42 Effect Uses 1

Acquired: Treasure chest in Garupos Jungle MAP 6 (P.201)

Ingredients: Onion / Cheese / Carrot / Beef ×2 / Potato

Proficient キュキュ — Likes —

Not good at — — Disliked by: Luca

Normal: Magic defense +12% / Recover HP 10% / R

vive from incapacitation Effect

Tempura — Vegetable-type

Cooking LV 49 Cooking Points 50 Number of uses 2

Acquired: Grade Shop (P.354)

Ingredients: Squid / Shrimp / Mushroom ×2 / Onion ×2 / Carrot

Proficient — — Likes —

Not good at — — Hate —

Effect: Normal: Magic defense +15% / Grants "Aqua Shield 2"

Proficient —

Stuffed Cabbage Roll — Vegetable-type

Cooking LV 57 Cooking Points 56 Number of uses 2

Acquired: Sub Event 128 "Wonder Chef" (P.274)

Ingredients: Cabbage ×3 / Bread / Beef / Pork / Milk

Proficient — — Like Conway

Not good at: Ilia — Hate —

効果: Normal: Magic defense +12% / Grants "Element Avoid"

Proficient —

Croquette — Vegetable-type

Cooking LV 60 Cooking Points 59 Number of Uses 2

Acquisition: Treasure chest located on Dawn Tower MAP2 (P.247)

Ingredients: Onion ×2 / Bread / Beef ×2 / Potato ×3 / Milk

Proficient — — Likes —

Not good with Sparda — Hate Spada

効果: Normal: Magic Defense +20%

Specialty —

Secret Vegetable Broth — Vegetable-type

Cooking LV 84 Cooking Points 72 Number of Uses 1

Acquisition: Sub-event 135 "Hartmann's Special Vegetable Broth" (p.276)

Ingredients: Kelp / Tomato ×3 / Carrot ×2 / Garlic ×2 / Miso

Proficient — — Likes —

Not good at — — Hate —

Effect: Normal Technique defense +10% / Adds "Concentrate"

Specialty —

Hot Chocolate — Juice/Soup Category

Cooking LV 5 Cooking Points 12 Number of Uses 4

Acquisition: Treasure chest in West Battlefield MAP4 (p.148)

Ingredients: Chocolate / Milk

Proficient — — Likes —

Not good at — — Hate —

Effect: Normal: 50% chance to prevent Poison/Paralysis / Grants "Tokugi Plus"

Proficient —

Miso Soup — Juice/Soup Category
Cooking LV 25 Cooking Points 23 Number of Uses 4
Obtainable: Subevent 035 "Wonder Chef" (P.264)
Ingredients: Daikon/Rice miso
Proficient — Likes: Ricardo
Not good at — Dislikes: —
Effect: Normal: Prevent weakening by 50% / Adds "Dash Cancel"
Proficient —

Egg Soup — Juice/Soup Category
Cooking LV 36 Cooking Points 35 Number of Uses 4
Acquired: Grade Shop (P.354)
Ingredients: Salt/Egg ×2/Onion
Proficient — Likes —
Not good at — Hate —
Effect: Normal: Prevents status changes with 50% chance / Grants "Jump Cancel"
Proficient —

Beef Stew — Juice/Soup Category
Cooking LV 42 Cooking Points 40 Number of Uses: 5
Acquired: Treasure chest in Galpos Orchard MAP3 (P.197)
Ingredients: Onion/Carrot/Beef/Potato
Proficient — Likes Ricardo
Not good at キュキュ — Hate —
Effect: Normal: Prevents petrification with 50% chance / Grants "Earth Shield 1"
Proficient —

Fruit Juice — Juice/Soup Category
Cooking LV 45 Cooking Points 44 Number of Uses 5
Acquired: Grade Shop (P.354)
Ingredients: Strawberry/Banana/Peach/Milk/Apple
Proficient Ilia — Likes —
Not good at — Hate —
Effect: Normal: Prevents fear by 50% / Adds "Feint Guard"
Expert: Prevents fear by 50% / Adds "Feint Guard" / Uses +2

Onion Gratin Soup — Juice/Soup Category
Cook LV 46 Cooking Points 45 Number of Uses 5
Acquisition: Sub-event 098 "Wonder Chef ⑨" (P.271)
Ingredients: Onion×2/Cheese×2/Bread×2
Strengths Spada — Likes —
Weaknesses — Dislikes —
Effect — Normal: Prevents poison and paralysis 100% / Adds "
M Guard Up 1" Expert: Prevents poison and paralysis 100% / Adds "M Guard U

Pork Miso Soup (Tonjiru) — Juice/Soup Category
Cook LV 49 Cooking Points 50 Number of Uses 4
Acquisition: Grade Shop (P.354)
Ingredients: Onion/Carrot/Potato/Pork×2/Miso
Strengths — Likes —
Weaknesses — Hate —
Effect: Normal: Prevent Weakness 100% / Adds "TP Save 2"
Proficient —

Vegetable Juice — Juice/Soup Category
Cook LV 53 Cooking Points 52 Number of Uses: 4
Acquisition: Grade Shop (P.354)
Ingredients: Cabbage / Tomato ×2 / Carrot ×2 / Chinese cabbage / Milk
Strengths Ilia — Like Conway
Weaknesses — Disliked by Ilia
Effect: Normal: Prevents terror 100% / Grants "Repair Plus"
Specialty: Prevents terror 100% / Grants "Repair Plus" / Uses +1

Cream Stew — Juice/Soup Type
Cooking LV 55 Cooking Points 54 Number of Uses 5
Obtainable: Treasure chest in Sky Castle MAP2 (P.231)
Ingredients: Onion / Chicken ×2 / Carrot / Potato ×2 / Milk ×2
Strengths Conway — Likes: Anju
Weaknesses — Dislikes: —
Effect: Normal: Prevents petrification 100% / Grants "Light Shield 1"
Specialty: Prevents petrification 100% / Grants "Light Shield 2"

Cheese Soup — Juice/Soup Category
Cooking LV 80 Cooking Points 68 Number of Uses 4
Obtainable: Sub Event 160 "Two Cheese Soups" (P.279)
Ingredients: Cheese ×5 / Milk ×3
Strengths — Liked by Luca
Weaknesses — Hate —
Effect: Normal: Prevents status ailments and status changes
100% Effect: Proficient —

Choco Banana — Dessert-type
Cooking LV 6 Cooking Points 12 Number of Uses —
Acquired Sub-event 012 "Wonder Chef ①" (P.262)
Ingredients Chocolate/Banana
Proficient — Likes —
Not good at — Hate —
Normal: Restores 10% TP
Effect: Specialty —

Vanilla Ice Cream — Dessert-type
Cooking LV 16 Cooking Points 17 Number of uses
Acquired: Grade Shop (P.354)
Ingredients: Egg/Milk×2
Proficient — Likes —
"Not good at — Hate —
Normal: Restores 15% TP
Effect: "Specialty —

Apple Pie

Dessert-type

Cooking LV24 | Cooking Points 23 | Number of uses —

Acquired from Side Event 032 "Errand" (P.264)

Ingredients: Egg/Mochi-mocchin Flour/Apple ×2

Proficient —

Disliked Conway

Likes —

Hate —

効果

Normal: Restores 20% TP

Proficient —

Shortcake

Dessert-type

Cooking LV34 | Cooking Points 33 | Number of Uses —

Acquired: Treasure chest in Calypso Mine MAP3 (P.176)

Ingredients: Strawberry/Egg/Milk/Mochi-mocchin Flour ×2

Strong Spada

Weak —

Likes —

Hate —

Effect

Normal Restores 25% TP

Strong Restores 30% TP

Crepe

Dessert-type

Cooking LV39 | Cooking Points 36 | Number of Uses —

Acquired: Sub-event 073 "Wonder Chef ⑦" (P.268)

Ingredients: Egg/Chocolate/Banana/Milk/Mochimochin Flour

Proficient —

Not good at lia

Likes —

Hate —

Effect

Normal: Restores 35% TP

Favored —

Fruit Parfait

Dessert-type

Cooking LV44 | Cooking Points 43 | Number of Uses —

Acquired: Sub-event 080 "The Dessert I Thought Of" (P.269)

Ingredients: Strawberry ×2/Chocolate/Banana/Peach/Apple

Proficient —

Not good at —

Likes —

Disliked by: Ricardo

効果

Normal: Restores 40% TP

Favored —

Gateau au chocolat

Dessert-type

Cooking LV47 | Cooking Points 48 | Number of uses —

Acquired: Treasure chest on Northern Battlefield MAP2 (P.212)

Ingredients: Egg ×2/Chocolate ×3/Mochimochin Flour ×2

Favored: Anju

Not Favored —

Likes: Anju

Hate —

%T

Normal: Restores 50

P E f f e c t Favored: Restores 55% TP

Purin à la mode

Dessert-type

Cooking LV 56 | Cooking Points 55 | Number of Uses —

Obtained From a treasure chest on Sky Castle MAP5 (P.232)

Ingredients: Strawberry / Egg ×2 / Banana / Peach / Milk ×2

Strengths —

Weaknesses キュキュ

Likes —

Hate —

Effect: Normal TP 60% recovery

果

"Specialty —

Chocolate Fondue

Dessert-type

Cooking LV 58 | Cooking Points 57 | Number of Uses —

Obtained From Sub-event 163 "Daily Life of the Myuce Tribe" (P.279)

Ingredients: Strawberry / Chocolate ×4 / Banana / Peach / Apple

Proficient —

Not good at —

Likes —

Disliked by: Ricardo

Effect: Normal TP 70% recovery

Preference: Favored —

Choco Banana Tempura

Dessert-type

Cooking LV 87 | Cooking Points 75 | Number of Uses —

Obtained From Sub-event 153 "Choco Banana Tempura" (P.278)

Ingredients: Chocolate ×4 / Banana ×4 / Mochimochin Flour ×2

Proficient —

Disliked by Spada

Likes —

Dislike Spada

Effect: Normal TP 80% reco

果

very Preference: Favored —

TOPICS Cook a dish and watch a skit!!

Some meals trigger a skit when prepared. The main conditions are having a specific character cook or making a specific dish. In addition, the story timing or party members can also affect the conditions, so please check the detailed data starting on p.377. Since preparing them can sometimes raise a companion's Bond value, you should try to see them whenever possible.

If the character likes that dish and you watch the skit, the character... You can understand things like the origin

Basic Knowledge of Battle

Progressing through the story inevitably involves combat, which is an important point you cannot avoi
d. Therefore, first confirm the basic knowledge you should know in advance, such as the flow and how to read the battle screen.

Let's grasp the flow of battle

When you encounter enemies (encounter) while mov ing through fields or dungeons, you will enter battle. If you use actions skillfully to annihilate the enemies, you win and receive spoils such as experience points and ga ld. Note that the default battle difficulty is "Normal," bu t this can be changed in the menu under "Config." How ever, the difficulty "Unknown" will not appear until you have cleared the story once. Incidentally, besides ran dom encounters, there are battles that always occur at specific points in the story. Keep in mind that you cann ot escape from such forced battles.

Differences by difficulty when "Normal" is set to 1×

What changes	Easy	Hard	Unknown
Enemy Level	Same	Same	+80
HP, Physical Attack, Physical Defense, Magic Attack, Magic Defense, Steel Body Value (P.039)	0.8×	1.2×	4.0×
Enemy spell casting time	1.2×	0.8×	0.3×
Ally Rave Gauge increase rate	Same	1.2×	1.2×
Chance that enemies drop items	Same	Same	2×
Experience, gald, AP, and grade ※1 earned from battle victories	Same	Same ※	1.5×

*1: Experience points, grades, and similar values are rounded down, fractions becoming any decimal places.

Basic flow of battle

Encountering enemies

When you encounter an enemy while moving, the scre en switches to the battle screen and the fight begins. No rmally enemies line up on the right side of the screen an d allies on the left, but depending on how the encounter occurs, allies may start surrounded by enemies. This spe cial encounter is called a surprise encounter. In addition, a mission (p.051) may trigger when battle starts.

Fight using attacks and healing

During battle, use normal attacks (P.034) and arte s (P.035) to defeat enemies; if you eliminate all appe aring enemies, you win. Conversely, if all allies are in capacitated or petrified, you will be defeated. To avo id defeat, actions other than attacking—such as gua rding (P.037) and healing—are also required.

Win and receive rewards!

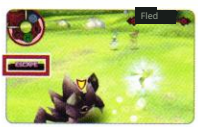
The battle is won b y defeating all enemi es or by defeating th e boss. You can also obtain spoils (P.030).

Defeat and game over... If you lose a b

attle, it's game ov er. There is no one who always the time; you can only return to t he title screen or load a save file and try a gain.

Flee to regroup

You can also flee f rom battle. If you ch oose "Flee" from the battle menu (see rig ht page), the escape gauge will appear.



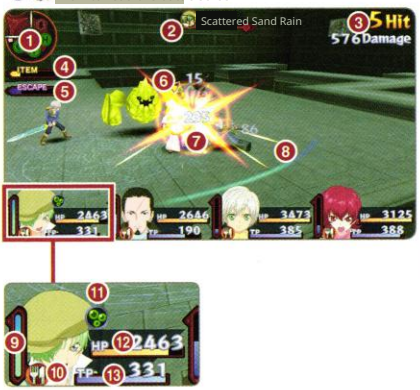
It is shown. This gauge decreases over time, and if it is c ompletely depleted, the escape is successful. However, you cannot flee fro
You cannot flee from battles that inevitably occur during the story.

Battle screen filled with various pieces of information

The battle screen displays a lot of information about allies and enemies. In particular, allies' HP and status are important, so check them frequently. Also, some information such as skill names and hit counts

Some information disappears after a short time. You can pause the battle by opening the battle menu or pressing PAUSE, so if you are not yet accustomed, it is a good idea to pause once and check the situ

How to read the battle screen



⑥ Target

Indicates the target that the controlled character is aiming at when attacking. If you use "Spectacles" or have previously defeated the same enemy, a gauge will be displayed so you can check the enemy's remaining HP (p.032).

⑦ Effect

Numerical values such as damage dealt to enemies, damage received by allies, and HP recovery. Details are as follows.

- 327 — Damage displayed under normal conditions.
- 12 — Due to status ailments, etc. Amount of TP decreased.
- 1968 — Damage when attacked with a weak attribute.
- 686 — Amount of HP recovered.
- 278 — Damage when attacked with a resistant attribute.
- 227 — Amount of TP recovered.

⑧ Battle Field Range

The range you can move within during battle. You cannot move beyond the blue line.

⑨ Over Limit Gauge

An Over Limit gauge is displayed. See P.043 for details.

⑩ Cooking, status changes

When affected by status changes from items such as food, an icon indicating the type will be displayed. For how to read icons other than food, refer to P.042. 1. Status Abnormality

An icon indicating the type of status ailment will be displayed when the character is afflicted. Refer to p.041 for how to read the icons.

⑫ HP

The character's remaining HP is displayed.

13TP

The remaining TP of characters is displayed.

● Rave Gauge

Rave Gauge (p.014) is displayed. When the gauge fills and the level increases, its color changes and the icon for the corresponding Rave Ability lights up.

① Name of the technique or item in use

When an ally character or an enemy uses either a technique or an item, its name is displayed.

3 consecutive hit count and total damage

The number of hits in the combo that an ally is executing (p.047). Below the hit count, the total damage dealt by that combo is displayed.

4 Item Gauge

The gauge displayed when an item is used, which decreases over time and cannot be reused until this gauge is depleted.

6 Escape Gauge

Displayed when "Escape" is selected in the battle menu. It disappears and the escape attempt is canceled if "Cancel Escape" is selected in the battle menu.

Issue orders to allies using the battle menu

Pressing a button on the battle screen opens the battle menu. Here, as shown in the table on the right, you can use items and skills, change tactics, and so on. "Item" and "Skill" can be used on allies other than the controlled character. Use this feature in important situations to have allies perform necessary actions. Of course, you can also switch the character you control with "Change Controlled Character." Note that among these menu options, "Mission" is only displayed during battles in which a mission has occurred.

Battle menu items

Item name	Contents
Item	Allows the use of some items
Skill	P.034 In addition to using artes, you can set whether they can be used
Formation	P.048 You can set the formation for battles
Tactics ▶P.048	Set how allies fight
Flee / Cancel flee	Display the flee gauge or cancel the gauge
Change tactics	Change the current tactic
Change controlled character	Switch the controlled character
Change camera	Toggle the camera position
Mission	Confirm the mission completion conditions

Win the battle and get the spoils!

When you win a battle, the battle result screen is displayed, where you can check the experience points and grade you earned. If you press the button here, you can view the grade details. Also, when you level up and learn a skill, or when you obtain an item dropped by an enemy, you can check that information with a button. In addition, for the main party only, about 3% of TP and any status ailments that were affecting them (excluding incapacitation) are recovered.

The dish registered in the cut When victorious in battle, you can use a shortcut to also make it.

Items displayed on the battle results screen

Item name	Meaning
EXP	Experience points each character has earned. Cannot be obtained if the character is incapacitated or petrified. Also, characters in a sub-party rec
GALD	Gald obtained. Only Gald dropped by enemies is shown; amounts acquired by the "Search Gald" skill are not included.
GRADE	Evaluation of battle performance. See the right page for details.
AP	AP each character has earned. The amount earned is the same for everyone. Allies who are incapacitated in the main party at the end of battle w
MAX HIT	The maximum number of hits in a combo performed during battle.
TIME	The time taken to win the battle.

Increase Luck to obtain rare loot.

The items enemies drop have their acquisition rates increased by the Luck stat. Similarly, the success rates of stealing items from enemies with the "Lover Item" skill and finding Gald with the "Search Gald" skill during battle are also increased by Luck.

The way luck affects each case is different, but for dropped items it is sufficient to raise the luck of the character who delivered the finishing blow to that enemy, and for "Rover Items" and "Search Guard" you should raise the luck of the character who uses them.

Probability that an enemy will drop an item

Drop Probability =
① Base Probability + ② Rave Ability Adjustment

① Base Rate

There are four tiers: "Certain", "Normal", "Rare", and "Super Rare", which are set for each item dropped by enemies. The probabilities are determined as shown in the table below based on this and the number of Luck points of the character who defeated the enemy. Item dropped by enemies For details on enemies, refer to "Enemy Data" (P.306). Note that if it is "Certain," the chance is 100% regardless of Luck.

Luck	☆×1	☆×2	☆×3	☆×4	☆×5
Normal	10%	15%	20%	25%	30%
Rare	5%	5.5%	6%	6.5%	7%
Super Rare	0.1%	0.2%	0.5%	1%	1.5%

② Rave Ability Modifier

Correction applied when the rave abilities "Item Hunt" or "Item Collector" are set.

Success rate of "Search Gald"

Success Rate = 1 Luck Modifier

Luck Modifier

The modifier applied by Ilia's luck when using "Search Guard".

Luck	☆×1	☆×2	☆×3	☆×4			☆×5
Modifier	5%	10%	15%	20%			25%

Success rate for "Rover Items"

Success Rate = 1 Base Rate + 2 Luck Modifier +
③ Ability Modifier + 4 Rave Ability Modifier

① Base Rate

The probability set for each item that can be stolen from an enemy. For details, refer to "Enemy Data" (P.306).

2 Luck Adjustment

An adjustment applied based on the Luck of the character who used a "Rover Item".

Luck	☆×1	☆×2	☆×3	☆×4	☆×5
Correction Value	1%	2%	3%	4%	5%

3 Ability Modifier

Correction applied when the ability "Snatch" (P.126) is set.

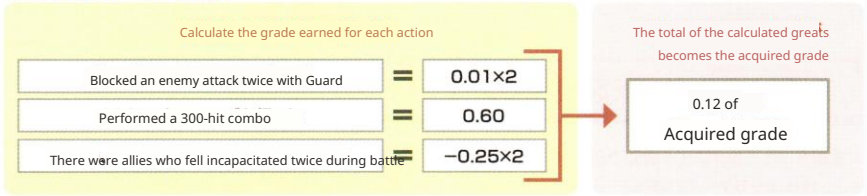
Rave Ability Modifier

Correction applied when the rave abilities "Item Hunt" or "Item Collector" are set.

The amount of grade acquired increases or decreases

The amount of grade earned on victory is determined by what actions were taken during battle. It increases when you guard or rack up combo (P.047) hits, while it decreases if you become incapacitated in battle. The total of those factors is what you receive as the grade earned upon victory. Example calculation of acquired grade

If the acquired grade is negative, the grade you possess will be reduced (it will not go below 0). The grade you possess can be used at the Grade Shop to purchase "Crafts" or "Recipes", and can also be used at the post-story Carryover Shop (P.257).


Calculate the grade earned for each action
Blocked an enemy attack twice with Guard = 0.01×2
Performed a 300-hit combo = 0.60
There were allies who fell incapacitated twice during battle = −0.25×2
The total of the calculated greats becomes the acquired grade
0.12 of
Acquired grade

Actions that increase or decrease grade

Action	Grade	Notes
Defeat an enemy	0.05	Added for each enemy defeated. Bosses are not counted as targets for "defeat an enemy".
Win a boss battle	10.00	Added when a boss is defeated
Win within 10 seconds	0.50	You cannot obtain other "Win within XX seconds" grades
Win within 20 seconds	0.25	You will not obtain other "Win within ○○ seconds" grades
Win within 30 seconds	0.10	—
Win the battle without taking any damage	1.00	No ally takes damage until the end of the battle
Win without using items	0.50	Do not use any items until the end of the battle
Guarded an enemy attack	0.01	Added each time Guard (P.037) is performed
Performed Magic Guard against an enemy's magic attack	0.02	Added each time Magic Guard (P.037) is performed
Executed a Guard Counter	0.10	Added each time Guard Counter (P.040) is successfully performed
Interrupted an enemy's chanting	0.10	Added each time an enemy's chant is interrupted
Achieved a 10-hit combo	0.05	—
Achieved a 20-hit combo	0.10	Other "Achieved ○Hit Combo" grades cannot be obtained
Achieved a 30-hit combo	0.15	Other "Achieved ○Hit Combo" grades cannot be obtained
Achieved a 40-hit combo	0.20	Other "Achieved ○Hit Combo" grades cannot be obtained
Achieved a 50-hit combo	0.25	Other "Achieved ○Hit Combo" grades cannot be obtained
Achieved a 60-hit combo	0.30	Other "Achieved ○Hit Combo" grades cannot be obtained
Achieved a 70-hit combo	0.35	Other "Achieved ○Hit Combo" grades cannot be obtained
Achieved an 80-hit combo	0.40	Other "Achieved a ○-hit combo" grades cannot be obtained
Achieved a 90-hit combo	0.45	Other "Achieved a ○-hit combo" grades cannot be obtained
Achieved a 100-hit combo	0.50	Other "Achieved a ○-hit combo" grades cannot be obtained
Achieved a 250-hit combo	0.60	Other "Achieved a ○-hit combo" grades cannot be obtained
Achieved a 500-hit combo	2.95	Other "Achieved ○Hit Combo" grades cannot be obtained
Achieved a 750-Hit Combo	5.30	Other "Achieved ○Hit Combo" grades cannot be obtained
Achieved a 765-Hit Combo	7.65	Other "Achieved ○Hit Combo" grades cannot be obtained
Achieved a 999-Hit Combo	10.00	Other "Achieved ○Hit Combo" grades cannot be obtained
Attacked with the enemy's weak attribute	0.01	Added each time an attack with a weak attribute lands
Landed an attack on an enemy while airborne	0.01	Land an attack on an enemy while you are airborne. Adds each time an attack lands
Activated a Mystic Arte	0.01	Adds each time a Mystic Arte is activated
Defeated an enemy in midair	0.05	Defeat an enemy while you are airborne. Points are added each time an enemy is defeated.
When a party member falls in battle	-0.25	Subtracted each time an ally is incapacitated
Attacked with an attribute the enemy is resistant to	-0.01	Attack using an attribute the enemy is resistant to
At the end of battle, if a character is afflicted with a status ailment	-0.10	Subtracted each time one status ailment is applied

Master Actions

During battle, the movements of the character you control—such as moving, attacking, and defending—are performed in combination. Being able to execute these actions accurately is the first step toward victory.

First, set the control mode

Press the SELECT button from the battle menu or the menu screen to change the control mode of the character you control. The player controls the character when the control mode is "Manual" or "Semi-Auto". The initial control mode is set to "Semi-Auto", and this guide generally uses that control mode for walkthroughs.

The controlled character is the one whose portrait is displayed on the far left of the battle screen.

Control Modes and Characteristics

Mode Name	Features
Auto	The player cannot control the character; actions set in the tactics are executed automatically. All allies other than the player-controlled character use this control mode. Note that the battle menu can be used freely.
Semi-Auto	Mode controlled by the player. When attacking, the character automatically moves toward the enemy until within range of that attack and then launches the attack. This reduces the number of misses, but the character b
Manual	This mode has all operations controlled by the player. It requires getting used to things like timing attacks, but it allows more freedom of action than "Semi-Auto." Once you become comfortable with the controls, it's good to

Switch targets to decide which enemy to aim at.

The controlled character always has one enemy targeted and will repeatedly attack that target. At the start of battle, the nearest enemy is targeted, but you can switch targets using the methods below. Accurately target the enemies you should prioritize—such as those with low HP that are easy to defeat, troublesome enemies that cause status ailments, or enemies currently casting spells.

Enemies you have defeated once before. You can also check the remaining HP. If so, the target's icon

How to switch targets

Switch with the R button

Pressing the R button switches the target to the enemy closest to you, other than the enemy you are currently targeting.

Switch from status display mode

Holding down the R button enters a display mode where you can view the target's information. From here, press ◆ or ○ to switch between screens.

Switch via free-run attack

The enemy that is hit by your attack automatically becomes the target. This is useful when you want to quickly attack an enemy other than you

Move to the optimal position

Positioning relative to enemies is a major key in battle. If you can position yourself where your attacks will hit and the enemy's attacks will not, you will be able to fight more advantageously.

It is important for that to master the character's means of movement. Also, when using "Semi-Auto" for attacks, do not forget that the character will move automatically.

List of means of transportation

Movement (← or →) / Freerun (left stick)

Movement simply brings you closer to or farther from the targeted enemy along a straight line, whereas freerun lets you move freely in any direction. Use movement when you want to approach the target, and use freerun to get around an enemy's flank or behind them.

● Main abilities affected

Ability	Effect
Runner 1 ▸ P.128	Increases movement speed by 1.1×
Runner 2 ▸ P.128	Movement speed increased by 1.5×

Jump

(Button + 1/1)

An action that propels you into the air. In the "Manual" control mode you only need to press ↑, but in "Semi-Auto" you must press the button as well. Also, if you hold down ↑ or right on the directional pad while inputting the jump, you will jump diagonally in that direction. Use it to evade enemy attacks, to jump over small enemies, to target flying enemies, or to pursue enemies you have launched into the air for follow-up attacks.

●Main abilities affected

Ability	Effect
Aerial Jump P.125 ▸	Allows one additional jump in midair after jumping (enter the jump command twice quickly)
Jump Cancel P.126 ▸	During a skill combo, you can cancel an attack once with a jump

Dash (while holding the button ↑ or → (enter the jump command twice quickly)

Dashes in the direction of the target for a quick movement. The distance is short, but it lets you close the gap to an enemy quickly, and if used while adjacent to an enemy you can pass through them. Use it to adjust positioning in close combat.

● Main abilities affected

Ability	Effect
Dash Cancel P.126 ▸	During skill link, you can cancel an attack once by dashing.

Backstep

(While holding the button ← or → (enter the jump command twice quickly)

The input is the same as for dash, but here you press the direction key opposite of the target. Movement is the same as a dash: you quickly move a short distance, but in this case you retreat away from the target. Use this to evade enemy attacks at close range.

TOPICS

Eliminate post-attack vulnerability with dashes and jumps

If you equip the abilities "Dash Cancel" or "Jump Cancel," you can perform a dash or jump between skills and normal attacks. Doing so reduces the vulnerability after attacks. This is an action you'll want to master when controlling characters who go to the front lines and fight enemies at close range.

Even if an attack knocks an enemy away, you can dash to pursue and follow up more easily.

Standard attack, the basis of offense

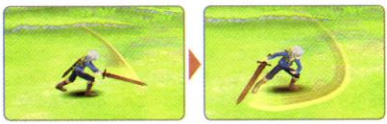
Pressing the ● button performs what is called a standard attack; combining it with the directional keys or left stick, or performing it while jumping, changes the motion. All of these have quick startup, are easy to use as the starting point of an attack, and generally have small recovery after the attack. Also, except for freerun attacks, they can be performed consecutively up to three times. Any standard attack that hits an enemy restores TP, so during battles you should mix in standard attacks to avoid running out of TP.

Main abilities that affect this

Ability		Effect
Combo Plus	▸P.126	The number of consecutive times you can perform a increases by 1
Poison Attack	▸P.127	When a standard attack hits, there is a 10% chance to inflict the Poison status
Paralyze Attack	▸P.127	When a standard attack hits, there is a 10% chance to inflict the Paralyzed status

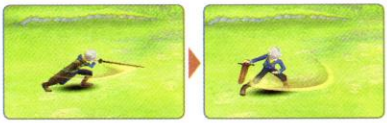
List of standard attacks

Mid-level attack (C Button)



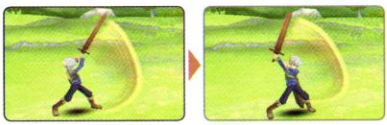
A forward strike that makes it easy to hit enemies in front of you. It is one of the basic normal attacks, and you should use it as the opening to link into combos.

Low-level attack (↓ C Button)



Attacks downward. Since it targets a low position, it's good to use against small enemies. It can also be used as a follow-up attack on enemies you have put into a downed state (see P.039).

High-level attack (↑ C Button)

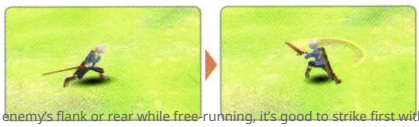


Attacks upward. This attack is suitable for targeting enemies flying in the air. It also has the effect of launching enemies, making it useful as the starting point for aerial combos.

Jump attack (Button while airborne)

An attack performed while in the air after jumping. Use it to target enemies that are airborne. Note that some characters can change the attack direction by pressing the ↓ on the directional pad.

Freerun attack (Button while free-running)



An attack that can be performed while free-running. It allows for a quicker attack than performing a mid-level attack after free-running, and its attack range is also rather wide. When charging into a group of enemies or when you have maneuvered to an enemy's flank or rear while free-running, it's good to strike first with this attack.

Techniques usable in various situations

Techniques consume TP to activate. Their effects vary by type, including attacks, healing, and status enhancements. The effectiveness of techniques is influenced by the user's magic attack, while the effectiveness of skills is influenced by physical attack; the higher those values, the stronger the effect. Techniques are generally learned through level-ups; however, Mystic Artes (p.044) are an exception, being learned via events and activated by consuming the Overlimit gauge and Rave gauge instead of TP.

Learned during the story. Only Ruca's "Fireball" is among the non-Mystic Artes techniques.

Spells are activated after casting following their use

Among the techniques classified as "spells," they can be further divided into three tiers: Low-level spells, Mid-level spells, and High-level spells. The higher the tier, the stronger the effect and the greater the TP cost tend to be, and using them also raises the Rave Gauge by a larger amount. The strength of spells lies in their ability to be used regardless of distance, but they do not take effect immediately after use and require a period of chanting. While chanting you become defenseless, so make sure the surrounding area is safe before using them. Also, there are special operations that can only be performed during chanting, so check those below.

Main abilities that affect it

Abilities		Effect
Magic Feint p.128		When attacking with a technique, multiplies the stun value by 1.5
Heavy Magic	▸P.127	Casting time is 25% longer, but damage dealt is multiplied by 1.5
Spell Lucky	▸P.126	When using a skill, the TP consumed, 20% chance to set to 0

Special actions during casting

- You can interrupt spellcasting with the ● button
- If you hold down the ● button, the skill will not activate even after casting completes, and it will activate when you release the button
- ● ← You can switch targets with ← and →

Some magic attacks, but
Or recovery and supportive effects
There are many that have.

The type of skill relates to skill linking

Most techniques are physical attacks using the weapon equipped by the user, and they will only hit if the enemy is within range. Techniques are categorized into four types: Special Skill, Secret Skill, Mystic Art, and Secret Mystic Art, which generally become stronger from left to right. This classification affects "Technique Combos" (P.046) where techniques are used in succession. There are also abilities that only affect specific categories of techniques, such as "Tokugi Plus" and "Higi Plus."

Main abilities that affect it

Abilities		Effect
Attack Feint P.124		When you hit with a normal attack or a technique, it multiplies the stun value by 1.5
Heavy Attack	▸P.127	TP cost of magic/techniques is doubled, but the damage dealt is multiplied by 1.5
Limit Break	▸P.128	While Over Limits is active, you can use techniques disregarding the flow of Technique Combi

Techniques activate immediately when the button is pressed, but the startup speed varies depending on the technique.

Some techniques have effects that raise status parameters, restore HP, or similar.

TOPICS

Conway learns techniques by receiving enemies' spells.

Normally, new techniques are learned by leveling up, but Conway has another method of learning. By being hit with an enemy's technique, Conway gradually becomes able to use that technique. To have Conway learn many techniques, you should have Conway participate in battles as much as possible.

Since techniques can be learned at the moment they are received, there is no problem if Conway escapes after being hit by a technique. Also, Conway can learn a technique even if they are rendered incapacitated b

"Learned ○○" and a message is displayed, the acquisition is complete.

There are 26 types in total: the ones that can be learned from enemies are support and offensive

The way of use differs between the controllable character and other allies

Techniques and artes used in battle are set from th e menu screen or the battle menu. For the controllab le character, simply register the desired technique in a slot. Other allies automatically learn techniq ues and the method for them to use techniques They will use the techniques they have, but it is possible to set whe ther each can be used. Also, by selecting them in the battle menu or by configuring command usage, you can make them use techniques at your dis

Set in a slot and use

There are slots 1 and 2 for equipping Artes; each can hold four Artes. Artes placed in Slot 1 can be used with button and directional-pad controls, while Slot 2 are executed via the right stick controls. Only a Mystic Arte is different—it is assigned to the L button and cannot be removed.

Limit techniques used via AI usage toggle

On the menu screen or in the battle menu under “Artes,” yo u can set with buttons which Artes allies may or may not use d uring battle. If there are Artes you want them to use, set the o thers so they will not be used.

Have them use from the battle menu

To have a character other than the one you control use a spe cific skill, select "Arts/Techniques" from the battle menu. There you choose the character, the skill, and the target, and they will use it. Opening the battle menu pauses combat, so you can ca refully observe the situation and then choose the skill to use.

Set command usage and touch

On the same screen where you set whether a skill is enabled/disabled, you can also configure command-u se skills. If you set a command-use skill, when you tou ch an ally's portrait on the battle screen, that ally will use the skill you assigned. You can assign only one ski ll per character. It’s convenient because you don’t nee d to open the battle menu, allowing intuitive use.

Skill performance improves with use

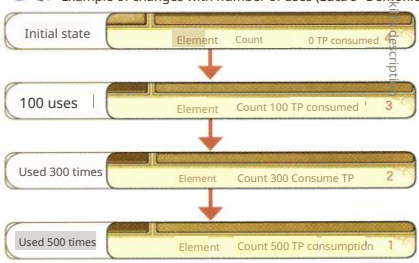
The number of times a skill is used in battle is co unted, and once that count exceeds certain thresho lds the skill’s TP cost decreases. For offensive skills only, the damage they deal also increases (p.045). T P cost changes are shared across all skills and follo w the table below. Damage increases every 100 use s. Both reach their maximum at 500 uses and do n ot change thereafter.

The number of uses is shown in the skill description. S t that location. The cou nt located at the top right

TP cost changes by number of uses

Number of uses	TP consumption modifier
0~99	No change
100–299	0.9× (Skill TP cost reduced by 1 if it is less than 10)
300~499	0.8× (Skill TP cost reduced by 2 if it is less than 10)
500 or more	20.7× (Skill TP cost reduced by 3 if it is less than 10)

Example of changes with number of uses (Luca's "Demonic Sword" TP co

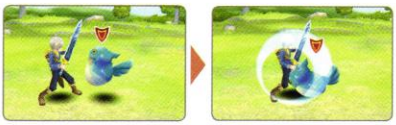

Initial state
Element Count 0 TP consumed
100 uses
Element Count 100 TP consumed 3
Used 300 times
Element Count 300 Consume TP 2
Used 500 times
Element Count 500 TP consumption 1

Use guard to deal with enemy attacks

In battle, protecting yourself from enemy attacks is also important. The best option is to dodge attacks, but if you can't do so in time, hold guard to weather them. Use a normal guard against enemies that attack with standard strikes or techniques, and use a magic guard against those that attack with spells. How to respond when hit

Use guard to deal with it. If successful, you can greatly reduce the damage. Also, when you're knocked away or launched into the air by an enemy attack, deal with it by performing a recovery roll/landing. If you do nothing, you may be followed up on and take additional damage.

Guard (L button)

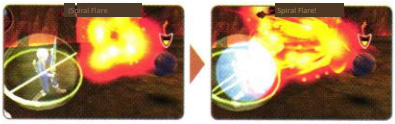


While the L button is held down, the character assumes a guard. Attacks received during this time have their damage greatly reduced. The reduction rate is 70% against normal attacks and techniques, and 50% against spells. Guarding is direction-independent, so attacks from the rear or sides are also reduced. Also, the guard is not broken even if the character continues to be hit. Combine the following abilities with this guard to further reduce damage.

● Main abilities affected

Ability	Effect
Guard Up 1–3 P.125	Increases the amount of damage reduced while guarding
Technical Guard ▸ becomes 1 (P.127), but if you do not guard it becomes double	Damage taken while guarding

Magic Guard (button + ↓)



Magic Guard is specialized in reducing damage from artes. It only reduces damage from normal attacks and skills by 10%, but it can reduce up to 70% of damage from artes. Also, like Guard, it is unaffected by facing direction and cannot be broken. However, compared to Guard, it has the characteristic of increasing the Overlimit gauge and adding more Grade. When enemies who frequently use artes appear, you will want to actively use Magic Guard. ● Main abilities that affect it Ability

	Effect
M-Guard Up 1–3 P.124	Increases the amount of damage reduced while using Magic Guard
Technical Resist ▸ P.127 Damage becomes 1, but Magic...	Damage taken while using Magic Guard becomes 1 If you don't guard, it becomes double

Recovery roll (press L button in mid-air)

If you are knocked back or launched into the air by an enemy attack, there will be a vulnerability after landing. If you press the button in such situations, you can perform a recovery roll in mid-air to regain your posture. After landing, prepare for follow-up attacks or turn to a counter-attack.

Auto-guard that occurs automatically

When you are hit, you will sometimes automatically guard even without pressing a button. This is called auto-guard, and it can occur for both enemies and allies. The occurrence rate is calculated by the following formula, and the biggest influencing factor is the attack side and defense side level difference. The higher the defender's level, the higher the occurrence rate becomes. When delivering a powerful attack against high-level enemies such as bosses, aim for times when auto-guard cannot occur—such as during stun or flinch.

Auto-guard occurrence probability

Occurrence probability(*) = (1 - Defender LV - 2 Attacker LV) + ③ Luck modifier + 4 Party modifier

① Defender LV

Level of the defender. The enemy uses a value that is 1 less than its actual level.

② Attacker LV

Level of the attacker. The enemy uses a value that is 1 less than its actual level.

※Maximum 30%. Any excess is treated as 30%.

③ Luck modifier

Modifier applied based on the defender's Luck.

Luck	☆×1☆×2☆×3 ☆×1☆×3			★×4	★×5
Modifier value 1	2	3	4	5	

4-Party Modifier

A modifier that applies only to allied parties, with the value fixed at 10. It does not apply to enemies.

Effects of Attacks

When attacking, you may cause changes to the target. These effects caused by attacks c an create opportunities to pressure the enemy, so be careful not to overlook them.

Critical

When a critical occurs, the damage dealt becomes 1.25 times the normal amount, and the increase to the Rave Gauge becomes 1.5 ti mes. The formula for calculating this occurrence rate is as follows. To easily raise the probability, aim for ability modifiers or attribute modifiers. Set abilities like "Critical," and make an effort to attack using attrib utes that exploit the enemy's weaknesses. Note that enemies can also land critical hits, and the method for calculating their occurre nce rate is fundamentally the same as for allies.

Main abilities that affect this

Ability	Effect
Critical ▸P.126	Critical rate +10%
Critical Burst ▸P.126	While Overlimit is active, critical rat e increases by 20%

When a critical oc curs, damage inc reases, but the att ack effect remains the same as usual.

Critical occurrence probability

Occurrence probability = 1 Critical occurrence value × ② Attribute modifier + 50 + 3 Ability modifier + Luck modifier

● Critical Occurrence Value

The critical occurrence value set for each skill. For details on the va lues, refer to "Character Analysis" (P.056).

② Elemental Modifier

A modifier that applies only when attacking with an element that ex ploits the defender's weakness. The modifier values are 1.5 for and 1.25 for

3 Ability Modifier

A modifier applied when a specific ability is equipped.

④ Luck Modifier

A modifier applied depending on the attacker's luck.

Luck ☆×1 ☆×2	☆×3	☆×4	☆×5
Modifier value 00.5	1	1.5	2

Knockback and Launch

There are attacks that knock targets away or launch them into the air. Knockback and launching can affect both enemies and al lies, and the distance or height depends on the attack's propertie s. When an ally performs the attack, the enemy's weight also has an effect, target

When an enemy is basically heavier, the distance becomes shorter a nd the height decreases. Some attacks with a knockback effect caus e the target to bounce after being knocked back. It is also possible t o follow up and attack the target while it is bouncing.

When an attack th at knocks an ene my into the air is p erformed, it will se nd the enemy downward as if slammi

Stagger

When an attack lands, the target may show a recoiling motion. This is called "flinch" (nokezori), and while flinching the target becomes vulnerable, allowing follow-up attacks to be landed. For allies, a flinch occurs when they are hit without guarding. On the other hand, enemies with Steel Body do not flinch.

Each enemy has a set Guard value; when you hit them, you reduce their Guard by the Guard damage value assigned to the attack. If you reduce Guard to 0 this way, the next attack can stagger the enemy.

Note that once Guard reaches 0, it will recover over time, and the enemy will once again be in a guarded state.

Main abilities that affect this

Ability	Effect
Hard Shot ▸P.127	When a critical occurs, increase the opponent's stagger duration by 0.3 seconds
Destroy ▸P.127	Doubles the Guard damage value inflicted by attacks

Down

If you receive an attack with Down effect, or if you are launched and do not roll to recover, you will be put into a Down state. Both enemies and allies cannot get up for 1.5 seconds when Downed, leaving them defenseless during this time. However, for allies, pressing the left stick or a directional key while Down can shorten the time before they get back up.

Even if you attack a downed target you cannot stagger them or launch them into the air.

Stun

Attacks have a stun value assigned. With each hit, this stun value accumulates on the target, and when it reaches 100 the target becomes stunned. The amount of stun accumulated is also affected by the target's stun resistance value—the higher it is, the harder the target is to stun. In addition, accumulated stun decreases automatically by 1 every 0.5 seconds. When a stun occurs the stun value resets to 0 and stars appear around the target. The target then becomes defenseless for 4 seconds. For allies, this stun duration can be shortened by inputting the left stick or direction keys. Incidentally, the mechanics for the spell "Pico Hammer" differ from the usual method for how stun builds up, so please check the right side for details.

Main abilities that affect this

Ability	Effect
Attack Feint P.124	Multiply the stun value dealt by physical attacks by 1.5
Feint Up ▸P.127	Enemy stun duration becomes 1.5 times

- Method of calculating stun value

Stun value per hit = ① Stun value × ② Stun resistance × ③ Ability modifier ÷ 100

①Stun Value — The stun value that an attack possesses.

②Stun Resistan — The defender's stun resistance value.

③Stun Resistance Value Ability modifier: a modifier that applies when a specific ability is set.

Chance of stun occurrence caused by "Piko Hammer"

Occurrence probability (※1) = {(1 attacker LV - 2 defender LV) + 2 + 30} × ③Stun Resistance Value ÷ 100

●Attacker LV — The attacker's level (※2).

②Defender LV — Defense-side level (*2).

③Stun resistance value: The defending side's stun resistance value.

*1: Maximum 50%, minimum 10%. If it exceeds the maximum it becomes 50%; if it falls below the minimum it becomes 10%.
*2: For enemies, the value used is the actual level minus 1.

Rage Attack

Rage attacks are phenomena that occur only when an ally attacks. When an ally attacks, anger points accumulate on the enemy with each hit. Once this exceeds 80, a rage attack occurs at a certain probability. The ally's attack is interrupted and, instead, the enemy attacks. This anger value can accumulate up to a maximum of 100, and the chance of occurrence is up to 50%.

Main abilities that affect it

Abilities		Effect
Get Angry	▸P.126	Doubles the anger points accumulated by attacks
Abyss	▸P.124	Halve the anger gauge accumulated by attacks

Flow leading up to an anger attack

The initial anger value is determined at the start of battle

The enemy's anger value does not start from 0. At the start of battle it is randomly determined within the range of 0–40.

The anger value accumulates through attacks

As you hit an enemy, its anger gauge fills up. The amount accumulated per hit is determined by the enemy's base value and the power of the attacks that hit it.

An anger attack occurs based on probability

When the anger gauge reaches 80 or higher, an anger attack may occur. The enemy's body briefly glows red and it unleashes a powerful strike.

How the anger gauge is calculated

Anger per hit = ① Base value × 2^Power × 3 × Guard modifier ÷ 100

① Base value

The anger value accumulated per hit, set for each enemy. See "Enemy Data" (P.306) for details.

@ Power

The power assigned to each attack. For details on power, see "Character Analysis" (P.056).

Guard modifier

If an enemy performs an auto-guard, a 0.5 modifier is applied.

Probability of Rage Attack Occurrence

Occurrence probability = 10 + (1 Rage Accumulation Value - 80) × (1 Rage Accumulation Value - 80) × 0.1

① Rage accumulation value

The total amount of rage the enemy has currently accumulated.

Respond to rage attacks with a Guard Counter

If you press the button just before the enemy's rage attack hits, a guard counter is triggered. It nullifies the rage attack and, conversely, allows you to land a counterattack. The guard counter can be activated as long as guarding is possible, and it can be performed even in the air. If successful, it deals heavy damage to the enemy and can stagger them. Additionally, you receive benefits such as an increased rate of Rave Gauge gain for 10 seconds.

By the way, while you're getting used to the timing, it's better to press the button slightly early. That way, even if the guard counter fails, you can still guard and reduce the damage.

Main abilities that affect it

Abilities		Effect
Counter Strike P.125		The power of the Guard Counter becomes 1.5 times greater
Counter Repair HP	▸P.125	When a guard counter succeeds, HP is recovered by 10% of the maximum value.
Counter Repair TP	▸P.125	When a guard counter succeeds, TP is recovered by 10% of the maximum value.

Guard Counter flow

When a guard counter succeeds, after guarding there is a brief pause in the surrounding enemies after strike is unleashed. While attacking, incoming attacks from surrounding enemies a

Status Ailments and Status Changes

When hit by certain techniques, a character can be afflicted by status ailments or status changes. Both significantly affect the course of battle, so be sure to check how each works and what their effects are.

Negative Status Ailments

There are six types of status ailments listed below. Each has effects that disadvantage you in battle, and some, such as petrification or incapacitation, can directly lead to a game over. Make sure you always have items or Arts that cure status ailments ready. Status ailments are automatically healed after battle ends, but incapacitation is an exception. If you have no means to recover on hand, use an inn or a green memory circle to heal.

When it hits the enemy's body, an effect that causes the enemy to become status-affected state also occurs. An effect indicating this appears.

• Types of Status Ailments

Status	Effect	Main Recovery Methods
Poison	For 30 seconds, HP decreases by 3% of the maximum value every 1 second	[Item] Poison Bottle [Skill] Recover
Weakened	For 30 seconds, TP decreases by 3% of the maximum value every 1 second. There is a chance to be staggered when attacked. Recovery is interrupted. In addition, the stun value rises 3 times as much.	[Item] Weak Bottle [Spell] Recover
Paralysis	For 30 seconds, there is a 30% chance to be petrified when attacked. There is a chance to be staggered when attacked. Recovery is interrupted. In addition, the stun value rises 3 times as much.	[Item] Paralysis Bottle [Skill] Recover
Fear	For 30 seconds, arts/skills cannot be used. Normal attacks also cannot be performed consecutively.	[Item] Fear Bottle [Skill] Recover
Petrification	Unable to take any actions. If the entire party is petrified it will result in a game over	[Item] Stone Bottle [Skill] Recover
No game over	When HP is 0. The battle ends Does not recover even when using Image. Also, if the entire party becomes incapacitated in battle it will result in a game over	[Item] Life Bottle [Skill] Raise Dead

Probability of status ailment occurrence

Base probability = 1 × Attacker's status ailment occurrence value × {1 - (2 × Defender's resistance value + 3 × Ability modifier + Cooking modifier) ÷ 100}

When the base probability is less than 100

Occurrence probability = Base probability × {1 - 6 × Luck modifier) ÷ 100

When the base probability is 100 or more

The status ailment will occur with 100% probability

●Status ailment occurrence value for the attacker

Values that cause status ailments. For example, "Venom Shot" (P.093) has a value of 20 — each skill or ability has its own assigned value.

For details on the values, refer to "Character Analysis" (P.056).

② Defender's resistance value

Resistance value of the defender to status ailments. All allies have 0, which becomes 50–100 depending on accessories.

Refer to “Enemy Data” (P.306) for enemy values.

③ Ability modifier

A modifier applied when a specific ability is equipped.

④ Cooking modifier

A modifier applied when under the effect of certain dishes.

6 Luck modifier

A modifier applied due to the attacker's Luck.

Luck	★×1	★×2	★×3	★×4	★×5
Correction Value	0	5	10	15	20

Status changes alter stats

A status change refers to when one of the stats—physical attack, physical defense, magic attack, or magic defense—is increased or decreased. Unlike status ailments, these can have effects that make the battle more favorable. The effect lasts 30 seconds for both allies and enemies, but for bosses the duration of decreases is shortened to 12 seconds. Also, only one type of status change can be applied at a time. If another status change is applied while an effect is ongoing, only the most recently applied one remains effective.

Can be restored by skills or techniques. Status changes from effects lower the item's stats

Types of status changes

Status	Skills that can cause it
Physical attack up	[Arts] Sharpness
Physical Defense Up	[Arts] Barrier
Magic Attack Up	[Arts] Astion (Astyion)
Magic Defense Up	[Arts] Resist
Physical Attack Down	[Skill] Spoil Weapon
Physical Defense Down	[Skill] Spoil Armor
Magic Attack Down	[Skill] Spoil Mind
Magic Defense Down	[Skill] Spoil Resist

Prevent status ailments and stat reductions

Status ailments and status-reducing state changes can be prevented by increasing resistance through accessories, abilities, and cooked dishes. None of these can be equipped or used during battle, so prepare them in the menu beforehand. The resulting per-character status resistances can be checked under "Status" → "Status Resistance."

If status resistance is ○ it indicates 30–80%, if ◎ then 100%, showing that the status ailment will be prevented.

List of prevention methods for status ailment and state changes (=certainly prevents, △=prevents with a chance, X=does not prevent)

	Prevention methods		Poison	Weakened	Paralysis	Fear	Petrification	Status Ailments
Ability	Weakness Guard	▶P.125	×	△	×	×	×	×
	All Guard	▶P.125	△	△	△	△	△	×
	Status Guard	▶P.126	×	×	×	×	×	×
	Stone Guard	▶P.126	×	×	×	×	△	×
	Paralyze Guard	▶P.127	×	×	△	×	×	×
	Fear Guard	▶P.127	×	×	×	△	×	
	Poison Guard	▶P.127	△	×	×	×	×	×
Equip Stone Check 飾	Amulet	▶P.343	△	△	△	△	△	×
	Weak Check	▶P.343	×	○	×	×	×	×
	Weak Charm	▶P.343	×	△	×	×	×	×
	Clona Symbol	▶P.343	○	○	○	○	○	○
	Stone Check	▶P.343	×	×	×	×	○	×
	Stone Charm	▶P.343	×	×	×	×	△	×
	Paralyze Check	▶P.343	×	×	○	×	×	×
	Paralyze Charm	▶P.343	×	×	△	×	×	×
	Fear Check	▶P.343	×	×	×	○	×	×
	Fear Charm	▶P.343	×	×	×	△	×	×

	Prevention methods		Poison	Weakened	Paralysis	Fear	Petrification	状態変化
Accessory	Blue Amulet	▶P.343	○	○	○	○	○	×
	Blue Laurel	▶P.343	×	×	×	×	×	○
	Poison Check	▶P.343 ○ × × × × ×						
	Poison Charm	▶P.343 △ × × × × ×						
	Laurel	▶P.343 × × × × ×					△	
	World Check	▶P.343 △ △ △ △ △ △						
Materials	Onigra Soup	●P.026OxOxxx						
	Cream Stew	▶P.026 × × × ×					○	×
	Egg Soup	☒P.026 × × × × × △						
	Cheese Soup	P.026 OOOOOO						
	Pork Miso Soup	▶P.026	×	○	×	×	×	×
	Cooked Beef Stew	▶P.026	×	×	×	×	△	×
	Fruit Juice	▶P.026	×	×	×	△	×	×
	Hot Chocolate	▶P.025	△	×	△	×	×	×
	"Miso Soup	▶P.026	×	△	×	×	×	×
	Vegetable Juice	▶P.026	×	×	×	○	×	×

Overlimits Mechanism

Overlimits can be activated when the Overlimits gauge is fully charged.

While active, various abilities of the character are enhanced, allowing them to turn the tide of battle.

A powerful state in which status is temporarily increased

Performing actions such as attacking or guarding increases that character's Overlimits gauge (p.044). When it reaches a full 100, pressing the L button activates Overlimits. This then causes status Effects when Overlimits are activated

The activated character gains various benefits, such as increased stats and immunity to status ailments. On the other hand, some enemies can also activate this Overlimits, and while active their abilities are likewise greatly enhanced. Main abilities affected

- Physical Attack, Physical Defense, Magic Attack, and Magic Defense increase by 10%
- Casting time reduced by 20%
- Will no longer be staggered or go down (they still take damage)
- When activated, recovers status ailments and stat-lowering status changes. While active, they cannot be inflicted by those effects.
- Increases the rate at which the Rave Gauge fills
- Can activate a Mystic Arte (only if the Mystic Arte has been learned)

Ability		Effect
Burst Feint	▶P.127	When Overlimits is activated, surrounding Blasts enemies away and causes them to be stunned. However, it has no effect on enemies that cannot be stu
Agility	▶P.125	During Over Limit, artes can be used without consuming TP.
All Erase	▶P.125	During Over Limit, all attacks You will no longer take damage from hits

- From the activation to the end of Overlimit

Fill the Overlimit gauge

To trigger an Over Limit, first fill the gauge by attacking or guarding. This gauge does not decrease until an Over Limit is triggered, and it carries over even after the battle ends.

Activate Overlimit

When the Over Limit gauge is full, press the L button to activate it. The body of the activated character and the Over Limit gauge will glow, and the gauge will gradually decrease.

Overlimit ends

When the gauge runs out, the glow disappears and the Over Limit ends. From activation to end the duration is 15 seconds unless affected by abilities or other effects. Enemies have a longer duration of

If the gauge remains at victory, it can be carried over.

After activating Over Limit, if you win the battle before the gauge is depleted, the remaining gauge can be carried over to the next battle. The amount that can be carried over is determined as shown in the table on the right, and amounts of 24 or less cannot be carried over even if remaining. If the remaining amount is 24 or less (1/4 gauge or less), it's better to expend it on a Mystic Arte to use it up and aim to gain bond points or grade.

Remaining gauge at victory and carryover amount

Remaining gauge at victory	Amount that can be carried over
100–75	75
74–50	50
49~25	25
24 or less	0

How to increase the Overlimits gauge

There are six types of actions that increase the Overlimits gauge listed in the table on the right. Of these, a fixed amount increases when a Guard Counter succeeds and when an enemy is defeated. The others vary depending on the power of the attack or the damage taken. The largest increase comes from a successful Guard Counter, but that action cannot be performed at will. If you want to build the Overlimits gauge, try to use more powerful attacks.

Actions that increase the gauge

Action	Amount increased
Hit an attack	Attack power × 0.3 ÷ 100
Take damage	Damage + Max HP × 20
Guard	Damage + Max HP × 40 + 0.1
Magic Guard	Damage + Max HP × 60 + 0.2
Successful Guard Counter	5
Defeat an enemy	1

The latter increases by a larger amount. However, Magic Guard increases more than Guard Action to block an enemy's attack.

Main abilities that affect it

Abilities	Effect
OVL Upper ▸P.124	Increase the Overlimit gauge gain by 1.2×
End OVL Gain p.125	If you win without taking damage, the Overlimit gauge increases by 20%

Mechanism by which the gauge decreases after activation

After activating Overlimit, the gauge basically decreases over time, but if you take enemy attacks during this time the gauge will decrease even more. Also, when a Mystic Arte is activated, the gauge will be completely depleted at that point. The enemy's Overlimit gauge decreases under the same rules, so landing attacks can shorten the activation time.

Actions that decrease the Overlimit gauge

Actions	Commentary
Time Passage	The amount decreased over time differs between enemies and allies. After activation, the enemy's gauge disappears in 30 seconds, and the ally's gauge disappears in 15 seconds.
Take Damage	The decrease amount is the same for enemies and allies; it is the value obtained by dividing the attack's built-in guard-breaking (steel body) value by 10.
Activate Mystic Arte	Regardless of the remaining gauge, the Over Limit gauge is depleted at the moment it is used.

Main abilities that affect this

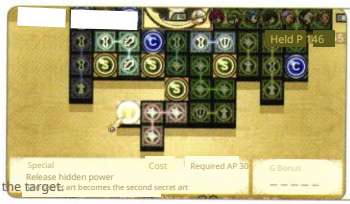
Ability	Effect
Extend ▸P.125	The Over Limit gauge decrease speed becomes 70%.
Damage Limiter ▸P.127	While in Over Limit, the amount the gauge decreases when taking damage becomes
Damage Protector ▸P.126	While in Overlimits, taking damage will no longer reduce the Overlimits gauge.

Aim for massive damage with ultimate artes!

Ultimate artes are a character's finishing attacks and can only be used while Overlimits is active. During activation, if you press the L button and land the ultimate-artes-initiating attack, the ultimate arte will automatically trigger. The ultimate arte consumes all Overlimits and Rave gauges when activated, so it's more advantageous to use it when the Overlimits gauge is low.

Since the Rave gauge increases the ultimate arte's power the higher its level is at activation, you generally want to use it when the gauge is as full as possible.

Press the L button and, if the ultimate-artes-initiating attack lands, the ultimate arte will activate. The enemy hit by the initiating attack becomes the target.



Allies have ultimate artes learned in the story and second ultimate artes learned through abilities.

How to Aim for Massive Damage

The damage that occurs when an attack hits or is received is not determined solely by the attacker's and defender's stats. Many factors influence it, such as attributes and criticals.

Know the points for increasing damage

As in the formula below, damage is determined by various influencing factors. Among them, the type of attack is particularly important. Skills and normal attacks are classified as physical attacks, while artes are classified as magical attacks, and different stats affect each type. When raising stats through equipment and other means to increase damage, be careful. Also, criticals and elemental attributes have a large impact, so choose abilities and equipment that strengthen those.

It's good to raise attack. Lower defense, our physical If mainly physical attacks, the enemy's physical

Damage calculation formula

Damage = 1 × Attacker's Attack Power × (② Attacker's LV + 4) × 3 Power × 0.044 ÷ Defender's Defense Power × 5 Attribute Modifier × ⑥ Critical Modifier × 7 Guard Modifier × 8 Usage Count Modifier × ⑨ Ability Modifier × ⑩ Random

● Attacker's Attack Power

The attacking side's stat; for physical attacks, the physical attack value is used, and for magical/skill attacks, the magical attack value is used.

② Attacker's LV

The attacker's level. For enemies, the value used is one less than their actual level.

• Power

The attack's power. For details on power, see "Character Analysis" (P.056).

❹ The defender's defense

The defending side's status: for physical attacks, the physical defense value is used; for magic attacks, the magic defense value is used.

● Attribute Modifiers

A modifier applied when the attack has an element. The value changes based on the symbol shown in the target's "Resistance" in their status, as detailed in the table below.

Icon	Adjustment Value	Explanation
	0.5	Indicates the highest resistance. Damage from attacks of that attribute is reduced by 50%.
	0.75	Indicates high resistance. Damage from attacks of that attribute is reduced by 25%.
No Image	1	Indicates no resistance to that attribute. Damage is unchanged
	1.25	Indicates low resistance. When hit by an attack of that attribute, damage taken increases by 25%
	1.5	Indicates the lowest resistance. When hit by an attack of that attribute, damage taken increases by 50%

⑥ Critical Modifier

The critical modifier is applied only when a critical occurs, with a 1.25 multiplier.

❼ Guard Modifier

The modifier applied depending on whether the target of the attack guarded or not. The m
changes according to the type of guard and the type of attack, as shown in the table below

Attack	Guard modifier	Magic Guard modifier
Magic	0.5	0.3
Physical	0.3	0.9

0.5

❽ Usage count modifier

A modifier that applies only when the attack is a magical technique. The modifier value changes according to the number of times the technique has been used,

Number of uses	Power effect modifier
0~99	1
100~199	1.02
200~299	1.04
300~399	1.06
400~499	1.08
500~999	1.10

❾ Ability modifier

A modifier that applies when a specific ability is set.

⑩ Random

A numeric value is randomly assigned within the range of 0.9 to 1.05

Use attributes to further increase damage

Some arts and weapons have attributes, and when you attack with them, damage can change significantly depending on the target's attribute resistances. There are seven attributes, and each enemy has set resistances to those attributes. Attribute resistance has five levels: if an enemy is weak, damage increases by 25–50%; conversely, if an enemy resists, damage decreases by 25–50%. For allies, resistances can be provided by armor, accessories, or abilities.

If both a skill and a weapon have elements, the skill's element takes precedence.

Types of attributes

Fire Water Earth Wind Thunder Light Dark

Main abilities that affect it

Abilities		Effect
Flare Rise 1–3	▶P.127	Increases damage from fire-attribute attacks
Flare Shield 1-3	▶P.127	Reduces damage from fire-element attacks
Element Avoid	▶P.125	When hit by an attack with an element, there is a 10% chance to reduce the damage to 0

Mystic Artes are affected by the Rave Gauge for damage

When used, Mystic Artes that consume the Rave Gauge change in power depending on the level of that Rave Gauge. As shown in the table on the right, the lower the level, the more damage decreases; at level 0, damage is reduced by as much as 85%.

It's wasteful to use a Mystic Arte that consumes the Rave Gauge—or worse, the Overlimit Gauge—without dealing satisfactory damage. At minimum, raise the Rave Gauge level to level 3, where the reduction is 40%, before activating it. Before fighting strong enemies such as bosses, you should repeat battles to raise the level up to 4.

Rave Gauge Level and Damage Reduction Amount

Rave Gauge Level	Initial	1	2	3	4
Damage Reduction Amount	85%	80%	65%	40%	0

Allies Also Mystic Artes Set your "Tactics" so that you do not use it until level 4.

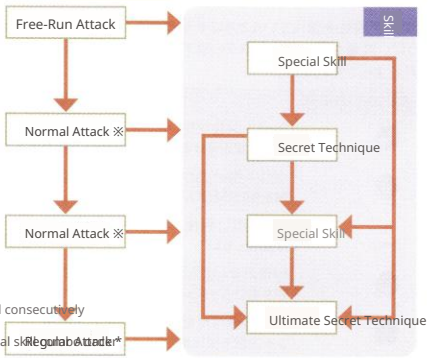
Finish them off with chained skill attacks

There are various ways to increase damage, but the simplest is to land attacks in succession. However, attacks will not connect if used haphazardly. The order in which skills and normal attacks link is determined as shown on the right. Connecting attacks in this way is called a combo. Using abilities can further extend the number of links in a combo.

Main abilities that affect this

Ability		Effect
Combo Plus	▶P.126	Increases by one the number of consecutive regular attacks that can be performed Set together with "○○ Plus" Effect takes place on P.128. Allows the same skill to be used consecutively
Repeat	▶	
Route Break	▶P.128	Allows a move to be executed ignoring the normal skill combo attack*

Flow of Skill Links



※ Excluding free-run attacks. Also, jump attacks cannot be chained from free-run attacks.

Rack up hits with combos!

If you chain techniques without pausing, they become a combo, and can add to your grade. When chaining techniques, try to keep the hit count going as much as possible. However, as the hit count grows, the target becomes harder to stagger, may be knocked farther away, and the launch height decreases, making it harder to continue the combo.

The hit count displayed at the top right of the screen will increase. For example, if you link in the order "normal attack with 1 hit → technique with 3 hits," it will register as "4 Hit." While techniques are being chained, if another ally also lands attacks on the same enemy, remember that those will be counted toward this hit total as well.

Increasing the hit count raises the rate at which the Rave Gauge fills

Flow of performing combos with technique links

From a freerun attack into another normal attack

Technique linking should start from freerun attacks that lead into various other attacks. If this staggers the enemy, follow up with additional attacks.

Attack with a low-recovery technique

If you keep attacking at short intervals, combos are less likely to be broken. Fast moves with many hits like Spada's "Akisame," are ideal.

Finish with a launch or a knockback

Finish with a move that launches or knocks the enemy away to create distance. This should secure safety after the attack.

TOPICS Extend move chains further with abilities

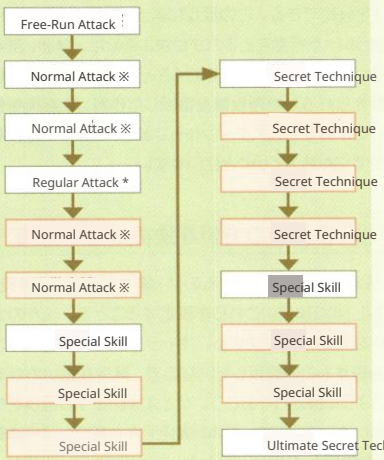
By equipping abilities that increase the number of times you can use moves, such as "Tokugi Plus" or "Higi Plus," you can chain moves for even longer. If you add the same abilities through cooking effects, the combo flow introduced on the left page can be extended up to pattern 17 as shown on the right. If you also equip abilities like "Repeat" or "Route Break," the variety of move chains increases further. For characters who focus on moves, prioritize learning these abilities.

Set "Dash Cancel" you can chain Artes Numberless even

After an Artes, if you enter Over Limits Activate to use the same one again You can repeat link attacks.

An example of move chaining by Spada

An example of move chaining when Spada has "Combo Plus," "Tokugi Plus," "Higi Plus," and "Ougi Plus" (two of each) equipped, and an additional "Higi Plus" is added via a cooking effect. The extra move links provided by the abilities are indicated.



※ Excluding free-run attacks. Also, jump attacks cannot be chained from free-run attacks.

Strategy and Formation Settings

In battle, the movements of allies other than the controlled character also hold the key to victory. Use "Tactics" and "Formation" to set positions and actions that make full use of your allies' abilities.

Place characters in the formation according to their preferred engagement distances

The formation determines the placement of characters during battle. In the settings screen, characters placed farther to the right will fight closer to the enemy, while those placed farther to the left will fight farther from the enemy. Characters who excel at close-range attacks, like Luca and Sparda, should be placed on the right, while characters who are good at long-range attacks or techniques, like Illia and Conway, should be placed on the left.

If an ally is in a pinch during battle, consider dropping them back in formation to move them away from the enemy.

Display of the menu screen and battle formation

Decide basic and priority actions in tactics

In tactics, you can set a "Basic Action" and a "Priority Action" for each ally. These settings determine what actions each character will take. Note that you can register up to four basic actions and switch between them during battle. It's convenient to prepare several tactic presets—such as ones that emphasize physical attacks or ones that prioritize magic attacks—and switch among them according to the enemies you encounter.

When the control mode is set to "Auto", the controlled characters will also act according to the tactics.

Basic Actions: Setting Allies' Behavior Policies

There are three items you can set in Basic Actions: "Basic Action", "TP Usage", and "OVL". By configuring these, you determine the general behavior policy of your allies. Whether a character's abilities are maximized or wasted depends on these settings, so configure them to enable each character's preferred fighting style. For example, for Kyu-Kyu, who lacks healing artes, set Basic Action to "Offensive Combat", TP Usage to "Unlimited", and OVL to "Do Not Use", so she will simply attack using her specialty techniques.

Items that can be set in basic actions

Item names	Contents
Basic Actions	Decide whether to focus on attacking or focus on healing, etc. If you choose "Normal Battle," the character will use techniques and skills appropriately according to the
TP Consumption	Decide whether to use a skill based on remaining TP. Remaining TP is divided into five levels, and you choose from among them.
OVL	You can set the activation of Over Limit and the activation of Mystic Artes. You can also set the level of the Rave Gauge used for Mystic Artes.

Respond according to the situation with prioritized actions

Priority Actions are settings that make a character take specific actions when certain conditions are met. Even if the basic behavior is set to "Offensive Combat," if you configure them to use recovery items here, they will heal when the situation arises. However, items that can be set as priority actions

Remember that "Act First" only gives priority; it does not mean the action will be executed 100% of the time. Also, you can set up to 10 priority actions, and each setting has the following four items. Among these, the "Target" and "Condition" can be purchased as new ones at the Grade Shop.

Number and Confirm Execution

The numbers shown on the priority action configuration screen indicate how easy it is to execute the action. You can also set a "Guaranteed Execution" that will always run when its conditions are met, such entries are marked with an icon like the one on the right.

Priority Action

Set the action to be executed when the target condition or self condition is met. Actions vary—making the character use a skill, use an item, etc. If both a target condition and a self condition are set, the number lights up white to indicate it is active.

Target Condition

Decide the target that will perform the action set as a priority. The target can be chosen from yourself, allies, or enemies, and you can further specify values or statuses in detail, such as "enemy with HP ≥ ~%" or "enemy with high ~".

Self Condition

Set your own status and other conditions for executing a priority action. Even if the target condition is met, the action will not execute unless this self condition is also satisfied. Therefore, when you select yourself as the target condition, these self conditions are arranged so they c

Basic Actions · Priority Action Data

The options you can configure in Tactics are varied. The data where each detail can be checked is summarized here.

Basic Action Settings

	Action Name	Contents
Basic Actions	Normal Combat	Balance attacking, support, and healing
	High-Damage Combat	Without performing recovery or support, use high-power arts and techniques to attack
	Manual-combat	Do not heal or support; attack with arts/techniques that have a high number of hits
	Defensive-combat	As remaining HP decreases, perform defense and healing more often
	Support-combat	Play a supplementary role such as assisting allies
	Healing-combat *1	Reduced attack frequency; prioritize healing allies
TP Consumption	Unlimited	Use artes regardless of remaining TP
	Grand	Use artes until remaining TP reaches 25%
	Moderate	Use artes until remaining TP reaches 50%
	Conserve	Use artes until remaining TP reaches 75%
	Do not consume	Do not use TP-consuming artes
OVL	Secret Mystic Art LV4	Use the Secret Mystic Art when the Rave Gauge is at level 4
	Secret Mystic Art LV3	Use the Secret Mystic Art when the Rave Gauge is level 3 or higher
	Secret Mystic Art LV2	Use the Secret Mystic Art when the Rave Gauge is level 2 or higher
	Secret Mystic Art LV1	Use the Secret Mystic Art when the Rave Gauge is level 1 or higher
	Use Mystic Arte	— Use the Mystic Arte regardless of the Rave Gauge
	Use only OVL	— Trigger only Overlimit
	Do not use	Do not activate Overlimit

※1: Can be set if you can use a technique with a healing effect.

· Priority Action Settings

Action Name	内容	Target
Attack	Attack the enemy	Enemy
Use arts and techniques to attack	Use basic artes to attack Use intermediate artes to attack Use advanced artes to attack Higher frequency of guarding Higher frequency of evasion Recover HP with artes Recover status ailments and stat down status changes with artes Recover status ailments and stat down status changes with items Recover from incapacitation with artes Increase allies' stats with artes	Enemy
Use intermediate arts		Enemy
Use advanced arts		Enemy
Fortify defenses		Self
Take evasive action		Self
Recover with arts/techniques ※2		Ally
Restore status with arts/techniques ※2		Ally
Recover status with items		Ally
Resurrect with an arte ※2		Ally
Buff with an arte ※2		Ally
Weaken with a magic skill *2	Use a magic skill to lower the enemy's status	Enemy
Use the specified offensive magic skill	Attack using the specified skill	Enemy
Use the specified healing magic skill ※2	Heal using the specified skill	Ally
Use the specified support magic skill *Note 2	Cause a status change using the specified skill	Ally, Enemy
Use the specified item	Use the specified item	Ally, Enemy
Do nothing	Do nothing and maintain formation	Self

*2: Can be set only if you can use a skill that has the applicable effect.

・Target condition setting items

Target	Condition	Grade	Grade shop sales period	Contents
Self	Self	—	Owned from the start	Use on self
Self	Self with HP < ~%	4	Naos Base 14	P.155 Use when own HP is below the specified %
Self	TP <~% Self	4	Nurse Base 9	P.155 Used when the user's TP is below the specified %
Self	Self with ~ Down	4	Garam of the Western Country START	▶P.178 Use on self whose specified status (※) is decreased
Ally	Single Ally	—	Owned from the start	Use on an ally
Ally	HP <~% Ally	4	Saint Capital Naos START	P.150 Use when an ally's HP is below the specified % P.150
Ally	TP <~% of allies	4	Saint Capital Naos START	Use when an ally's TP is below the specified % Use on an ally whose specified status (*) is decreasing
Ally	~ Downed ally	4	Garam of the Western Country START	▶P.178
Ally	Ally with high ~	4	Eastern Country Ashihara START	P.166 Use on an ally with a high specified stat (※) P.
Ally	Ally with low ~	4	Eastern Country Ashihara START	166 Use on an ally with a low specified stat (※) Use when all main party members' HP is below the specified %
Ally	Party with HP < ~%	4	Saint Capital Naos START	▶P.150
Ally	TP <~% party	4	Saint Capital Naos START	▶P.150 Use when the TP of all main party members is below the specified %
Allied specific character		8	Garam of the Western Country START	▶P.178 Use on the specified character
Enemy	Single enemy	—	Owned from the start	Aim for nearby enemies
Enemy	Same enemy	—	Owned from the start	Target the same enemy as the controllable character
Enemy	Different enemy	—	Owned from the start	Aim at an enemy different from the controlled character
Enemy	Frontline enemy	4	Available for sale from the start	Aim at a frontline enemy
Enemy	Rear enemy	4	Available for sale from the start	Aim at a rear enemy
Enemy	Enemy casting	12	West Battlefield START	p.146 Aim at an enemy casting
Enemy	Flying enemy	4	West Battlefield START	P.146 Aim for flying enemies
Enemy	Enemies ~ enemies with a weakness	12	Eastern Country Ashihara START	P.166 Target enemies with low resistance to the specified attribute
Enemy	Enemies targeting allies who are casting	4	Naos Base 14	P.155 Target enemies aiming at allies who are casting
Enemy	Enemies with high HP	4	Naos Base 14	P.155 Target the enemy with the highest maximum HP
Enemy	Enemies with low HP	4	Naos Base 15	P.155 Target the enemy with the lowest maximum HP
Enemy	Enemies with HP ≧ ~%	4	Saint Capital Naos START	P.150 Target enemies with HP above a specified percentage
Enemy	HP enemies with less than ~%	4	Saint Capital Naos START	P.150 Targets enemies whose HP is below the specified %
Enemy	Enemies with ~ up	4	Garam of the Western Country START	▶P.178 Targets enemies whose specified status (*) has increased
Enemy	Enemies with high ~	4	Eastern Country Ashihara START	P.166 Targets enemies with a high specified status (*)
Enemy	Enemies with low ~	4	Eastern Country Ashihara START	P.166 Targets enemies with a low specified status (*)

*: The condition is based on a selected status from Physical Attack, Physical Defense, Magic Attack, or Magic Defense.

Self-condition setting items

Condition	Contents
HP≧~%	When HP is at or above the specified %
HP<~%	When HP is below the specified %
TP≧~%	When TP is at or above the specified %

Condition	Contents
TP<~%	When TP is below the specified %
~ or more	When holding the specified number or more of the item
No conditions	No conditions

Aim to Complete Missions

When a mission occurs in a battle, you will receive a reward if you meet its conditions and win.
There is no penalty for failing, so actively attempt missions when they appear.

Fulfill the conditions to earn rewards

In battles that trigger from encounters while moving, a "MISSION" indicator may appear at the start and present special conditions. If you meet the presented conditions, you will receive a reward separate from the battle loot.

Each map has predetermined mission types and the enemy groups that trigger them. Therefore, if you want the reward for a specific mission, repeatedly fight on maps where the corresponding enemy group appears.

Mission flow

Mission occurs

The mission's completion conditions and rewards are displayed first. If you miss this, you can always check them from the battle menu by pressing the [Function] key.

Condition achieved

Some conditions can be met during battle. In such cases, a message will appear the moment the condition is fulfilled. The same applies when you fail.

Receive Reward

After meeting the conditions, you receive a reward upon winning the battle. Since missions that have been completed can occur again, rewards can be o

Mission Conditions and Details

Condition	内容
Steal items※	Steal items the specified number of times
Stop the enemy's chanting	Prevent enemies' casting a specified number of times
Perform a guard counter	Perform guard counters a specified number of times
Execute a ○-hit combo	Achieve a specified number of hits in a combo
Knock the enemy down	Knock down an enemy the specified number of times
Defeat enemies in the air	Defeat the specified number of enemies in the air
Defeat enemies using their weak element	Defeat the specified number of enemies using their weakness attribute
Defeat enemies with a specific skill/technique	Defeat the specified number of enemies with the designated skill
Defeat enemies with a Mystic Arte	Defeat the specified number of enemies with an Ultimate Skill
Win within ○ seconds	Win the battle within the specified time
Win with fewer than ○ attacks	Win with every main party member's number of attacks within the specified limit
Do not use items	Win with all main party members without using items
Only the controllable character(s) are forbidden from attacking	Win without the controlled character performing any attacks
Only the controllable character(s) are forbidden from using skills/techniques	The controlled character wins without using arts/techniques
Win with the controllable character(s) taking no damage	The controlled character wins without taking any damage
When the entire party wins, HP must be at least ○% of maximum	Win with each main party member retaining at least the specified % of their HP
No party members may be incapacitated	Win with no main party member ever falling incapacitated
Win with the entire party taking no damage	Win with all main party members taking no damage
Do not decrease the Rave Gauge	Win with the Rave Gauge higher than it was at the start of battle

※ Occurs only if Anju or Elmana is participating in the battle.

DOWNLOAD CONTENTS

Enjoy the DLC

You can obtain download content via the PlayStation®Store.
New outfits and other additions further expand the enjoyment of the game.

Items obtained using the network

On the PlayStation®Store, you can purchase various download contents (hereafter, DLC) for "Innocence R". DLC includes various types such as items, experience, and exclusive titles. Purchased DLC will be shown in the "DLC" section under "Items" on the menu screen.

It can be obtained here when used. Note that titles acquired through DLC do not affect status, but equipping them changes the character's outfit. Photos are shown on pages P.054, P.258, P.304, and P.398 of this book, so refer to them and choose the ones you like.

Notes about DLC

- AP, grades, and similar resources can only be acquired up to their maximum limit. For example, if your AP (maximum is 99,999) is at 99,980 and you use "AP +200 (1)", you only gain the 19 AP needed to reach the cap, and the remaining 181 AP are lost.
- Once downloaded, it will apply to all save data
- The same DLC can only be used once per playthrough

Downloadable Content List (As of February 16, 2012. Prices may vary due to campaigns and other factors)

Category	Name※	Price (yen)	Contents
AP	AP+200 (1)~(3)		Using it increases the entire party's AP by 200
	AP+500 (1)~(3)	300	Using it increases the entire party's AP by 500
	AP+800 (1)~(3)	450	Using it increases the entire party's AP by 800
Gald	300,000 Gald (1)~(3)	450	Using it increases your money by 300,000 Gald
Grade	GRADE+200 (1)~(3)	200	Using it increases GRADE by 200
	GRADE+500 (1)~(3)	400	Using it increases GRADE by 500
Level	LV Up +5 (1)~(6)	300	Using it increases the entire party's level by 5
	Level Up +10 (1)~(3)	450	When used, raises the level of all party members by 10
Ingredients	Cooking Ingredients Set	0	"Rice" ×10 / "Salt" ×10 / "Nori" ×10 / "Chocolate" ×10 / "Milk" ×10
Items	Red Herb Set (1)~(3)	200	"Red Sage" ×10 / "Red Savory" ×10 / "Red Lavender" ×10 / "Red Vervain" ×10 / "Red Chamomile" ×10 / "Red Saffron" ×10
	Premium Item Set	100	"Elixir" ×3 / "Specific" ×3 / "Treat" ×3 / "All Divide" ×3
	Adventure Support Set	0	"Apple Gummy" ×3 / "Orange Gummy" ×3 / "Lemon Gummy" ×3 / "Pine Gummy" ×3/ "Mix Gummy" ×3 / "Life Bottle" ×3
Title (Luca)	Luka Aimas style	300	"Idol Trainee" (P.054)
	Luca (Work Style)	300	"Rookie Resident" (P.054)
	Luca (Academy Style)	300	"Unreliable Disciplinary Committee Member" (P.054)
	Luca (Past Life Style)	300	"Full-Roleplay Asura" (P.054)
	Luca (Series TO Style)	300	"Medical Student at Talim Medical School" (P.054)

※The name displayed under "DLC" in the "Items" menu screen. It may differ from the name shown on the PlayStation® Store.

Category	Name※	Price (yen)	内容
Title (Ilia)	Ilia in the style of Aimasu	300	“Idol Trainee” (P.054)
	Ilia in a work style	300	"Promising Female Teacher" (P.054)
	Ilia academy style	300	"Modern Schoolgirl" (P.054)
	Ilia past-life style	300	"Role-playing Inanna" (P.054)
	Iria Historical TO Style	300	"Lens Hunter" (P.054)
Title (Spada)	Spada Aimas Style	300	"Idol Trainee" (P.258)
	Spada Work Style	300	"Knight of the Kingdom" (P.258)
	Spada Academy Style	300	"Fashionable Delinquent" (P.258)
	Spada Past Life Style	300	"Narikiri Durandal" (P.258)
	Spada — TO-style	300	"Guard of the Atamoni Divine Order" (P.258)
Title (Ange)	Ange Idol-style	300	"Idol Trainee" (P.258)
	Ange Working-style	300	"Nurse of the Northern Country" (P.258)
	Ange Academy-style	300	"Soft Young Lady" (P.258)
	Ange Past-life-style	300	"Role-playing Orphiel" (P.258)
	Anju-style TO from past eras	300	"Princess of Kimlasca" (P.258)
Title (Ricardo)	Ricardo Idolmaster-style	300	"Idol Trainee" (P.304)
	Ricardo Work-style	300	"Precise Hunter" (P.304)
	Ricardo Academy-style	300	"Hot-blooded P.E. Teacher" (P.304)
	Ricardo Past-life-style	300	"Become Hypnos" (p. 304)
	Ricardo — TO series style	300	"Karegia's Black Panther" (P.304)
Title (Ermana)	Ermana — iM@S style	300	"Idol Trainee" (P.304)
	Ermana — Work style	300	"Pious Sister?" (P.304)
	Ermana — Academy style	300	"Academy's Mascot" (P.304)
	Ermana — Past-life style	300	"Pretend Vritra" (P.304)
	Ermana — TO series style	300	"Boyish Pirate" (P.304)
Title (Kyukyu)	Kyukyu — iM@S style	300	"Idol Trainee" (P.398)
	Kyukyu — Work style	300	"Female Military Officer" (P.398)
	Kyukyu — Academy style	300	"Energetic Transfer Student" (P.398)
	Kyukyu Past-life Style	300	"Pretend Sakuya" (P.398)
	Kyukyu Historical TO Style	300	"The Girl with the Name of a Flower" (P.398)
Title (Conway)	Conway iM@S Style	300	"Idol Trainee" (P.398)
	Conway Work-style	300	"The Silent Assassin" (P.398)
	Conway Academy style	300	"Rumored Student Council Vice President" (P.398)
	Conway Past-life Style	300	"Posing as Himmel" (P.398)
	Conway Historical TO Style	300	"The Emperor's Confidant" (P.398)
Title (All)	Habit-setting Set	100	Luca "Curly-hair Luca" (P.054) / Ilia "Curly-hair Ilia" (P.054) / Spada "Curly-hair Spada" (P.258) / Ange "Curly-hair Ange" (P.258) / Ricardo "Curly-hair Ricardo" (P.304) / Ermana "Curly-hair Ermana" (P.304) / Q-Q "Curly-hair Q-Q" (P.398) / Conway "Curly-hair Conway" (P.398)
	Animal Ear Set	100	Luca "Drooping Dog Ears" (P.054) / Ilia "Fox Ears" (P.054)/ Spada "Wolf Ears" (P.258) / Ange "Sheep Horns" (P.258)/ Ricardo "Tiger Ears" (P.304) / Ermana "Dog Ears" (P.304)/ Q-Q "Cat Ears" (P.398) / Conway "Drooping Rabbit Ears" (P.398)
	Glasses Set	0	Luca "Spinning Glasses" (P.054) / Ilia "Noisy Glasses" (P.054)/ Spada "Delinquent Glasses" (P.258) / Ange "Cool Glasses" (P.258)/ Ricardo "Mature Glasses" (P.304) / Ermana "Goggle Girl" (P.304)/ Q-Q "Black Glasses" (P.398) / Conway "Intellectual Glasses" (P.398)

Luca & Ilia Chapter

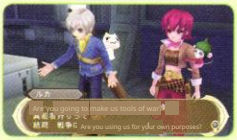
Luka

Ilia

Check out the main story's titles and costumes too!

Luca: Magical Girl

Luca: Knowledgeable Boy

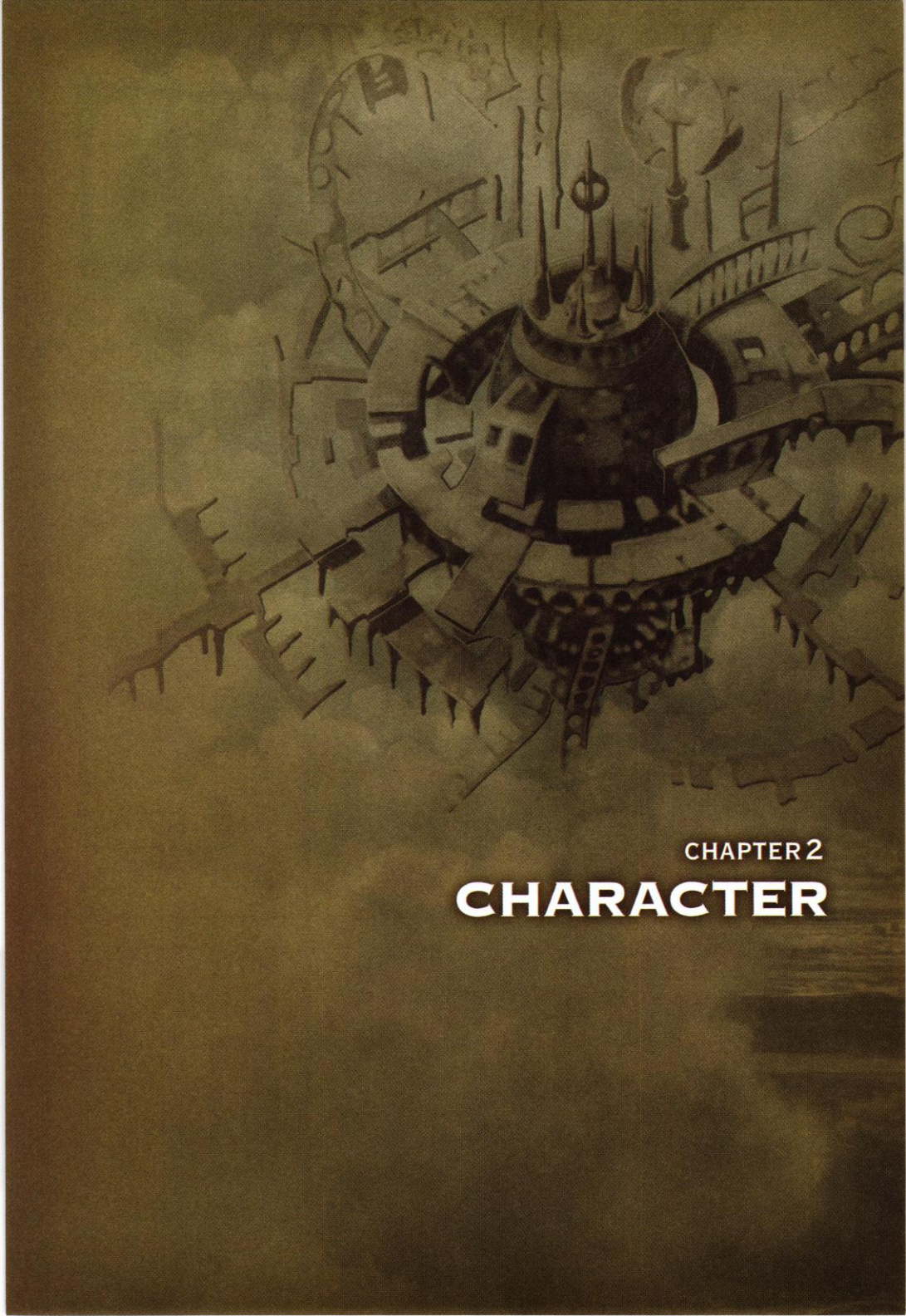


Luca: Together with Toro
Iria: Miracle Girl

Luca: Prince of the Sea
Ilia: Beach Girl

Luca: Pajama Boy
Ilia Schoolgirl

Luca: The Unreliable Knight
Ilia: Bad Girl



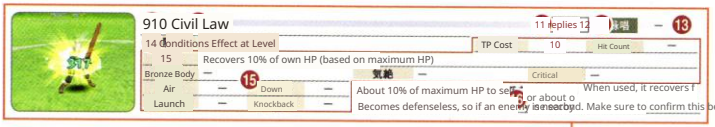
CHAPTER 2

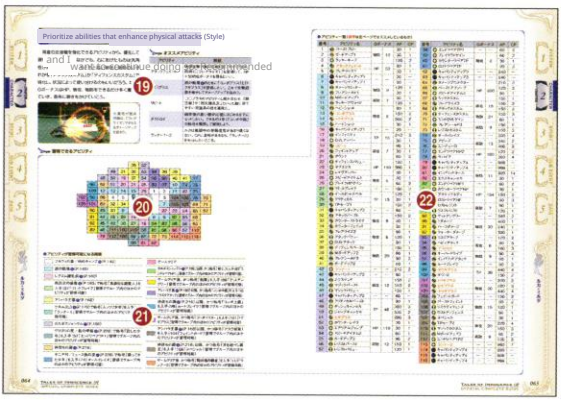
CHARACTER

Character Analysis

Introduces the characteristics of each of the eight characters, the artes they learn, and guidelines for how to fight.
It also includes guidance on style development and recommended combos.

2 How to Read the Character Analysis





Character

The character's appearance and name.

Ability Explanation

Explanation of basic abilities and characteristics.

③ Status Data

The character's stats at a certain level. The leftmost number i
s the level when that character first joined the party.

Status Balance

A graph combining the character's base stats with adjustments fro
m equipment and G bonuses. The equipment values use the maxim
um stat increases from the weapons and armor that the character c
an equip, and the G bonuses are calculated on the assumption that
the character has acquired all G bonuses.

6 Title Data

Titles that can be obtained for that character. However, this does not include those obtainable via DLC (p.052).

⑥ Normal Attack & Guard Counter

Explanation of the characteristics of normal attacks and guard counters.

⑦ Normal Attack & Guard Counter Data

Introduces images, power, and characteristics of normal attacks a
nd guard counters. Notations next to the name such as (+↑) indica
te the input required to perform that attack. Other items are as foll
ows.

Power...the power of that attack. See p.045 for details
Stun...the stun value of that attack. See p.039 for details
Guard Crush...the guard-breaking value of that attack. See p.039 for details
Crit...the critical occurrence value of that attack. See p.038 for details

⑧ Skills/Techniques

An explanation of the characteristics of the techniques and arts that the character can use.

⑨ Type of technique

The type of the technique. There are seven: Special Skill, Secret Skill, Ultimate Art, Secret Ultimate Art, Beginner Technique, Intermediate Technique, and Advanced Technique.

⑩ Technique name

The name of the technique.

Healing/Support

If the technique has a healing or support effect, it is indicated by an icon. Incidentally, "healing" refers to effects that "restore the H
P and incapacitation status of yourself and allies," while "support
" refers to effects that "cause status changes."

⑫ Casting time

For techniques, this indicates the time from activation until the effect takes place.

⑬ Element

If the technique has an added element, that element is shown with a
n icon.

Learning conditions

The conditions required to learn that skill/technique.

⑮ Performance

The performance of that skill/technique. Details are as follows.

TP Consumption・・・・TP required to use
Hit Count・・・・・・・・・・Basic number of hits. The count may increase or decr
ease depending on the enemy's size or other factors.
Power/Effect・・・・・・・The power of the skill. Shows the power p
er hit, and the sum of these values becomes the skill's final power. If it
is the same power continues across multiple h
its of the technique above, it is noted as "Power
× Number of Hits." For example, when written a
s "9×3→1 ×5," the first three hits have power
9, and the following five hits have power 1. Also
, for techniques that have healing or support ef
fects, the specific effects are described here.

Bronze Body・・・・・・The amount this attack reduces the steel gauge.
As with power, if the same steel gauge reductio
n continues for two or more hits of a technique, it is recorded as "Steel
Stun・・・・・・・・・・・・・・The stun value of this attack. As with power, if t
he same stun value continues for two or more
hits of a technique, it is recorded as "Stun Value × Number of Hits."
Critical・・・・・・The critical occurrence value of this attack. As wit
h power, if the same critical occurrence value co
ntinues for two or more hits of a technique, it is recorded as "Critical Occ
Airborne・・・・・・・・・・If the technique can be performed in midair, "○" is
shown; if it cannot, "-" is shown.
Down・・・・・・・・・・・・If hitting with this technique causes the enemy to b
e downed (P.039), "○" is shown; if not, "-" is shown.
Launch・・・・・・・・・・If hitting with this technique causes the enemy
to be launched upward (P.038), "○" is sho
Knockback・・・・・・・・・wn; if not, "-" is shown. If hitting with this tech
nique causes the enemy to be knocked back (P.038), "○" is shown; if

⑩ Skill/Technique Explanations

An explanation of the motion and usage of the technique.

⑰ Strategy

Explains effective combat techniques when controlling that character.

Combo Introduction

Introduction of recommended combos according to combat situations.

19 Style

Explains the development policy for style abilities.

2 Ability Distribution Chart

The distribution chart of abilities displayed on that character's ability learning screen.
The colors correspond to the numbers.

2 Timing for When Abilities Become Learnable

The timing or conditions under which abilities can be learned.

2 Ability List

The abilities that the character can learn.
Also lists the G bonus gained upon learning, the AP required to lea
rn, and the CP needed for the set.

Ruca Milda

Ruka Miruda (Luca Milda)

Level-based status data

LV	LV1	LV10	LV20	LV30	LV40	LV50	LV100	LV150	LV200
HP	240	566	929	1292	1655	2018	3822	5097	6372
TP	24	57	94	131	168	205	387	452	517
Physical Attack	24	42	63	84	105	126	230	300	370
Physical Defense	18	36	57	78	99	120	224	289	354
Magic Attack	13	27	43	59	75	91	170	220	270
Magic Defense	14	28	44	60	76	92	171	221	271

High HP and strong physical defense, making them resilient to hits

Notable for combining abundant HP with top-class physical defense. It is characterized by that. Physical attack is also high, and with a balanced status in close-range attacks (status being high, they stand on the front lines of the party to fight and HP. They are an attacker who can take the frontline in battle. For titles and G bonuses, choose ones that can enhance those strengths.

On the other hand, magic defense, which remains a concern in the status, should be reinforced as much as possible with equipment.

Title Data

Title Name	Acquisition Conditions	HP	TP	Physical Attack	Physical Defense	Magic Attack	Magi
Combo Beginner	Achieve 10 or more combos during battle	–	10	–	–	–	
Combo Intermediate	Achieve 30 or more combos during battle	–	20	–	–	–	
Combo Advanced	Achieve 60 or more combos during battle	–	30	–	–	–	
Combo Master	Achieve 100 or more combos during battle	–	40	–	–	–	
Berserk	Engaged in battle 250 times or more on the "Unknown" difficulty	–	–	25	25	–	
Swordsman Trainee	Reached level 10	100	5	–	–	–	
Swordsman	Reached level 30	200	10	–	–	–	
Master Swordsman	Reached level 60	300	15	–	–	–	
Sword Saint	Reached level 100	400	20	–	–	–	
Arena Champion	Win the Arena single match (p.286)	–	–	10	10	–	
Merchant's son	Early stage	–	–	–	–	–	
Pajama Boy	[New Game+] Capital Regnum START (P.140)	–	–	–	–	+2	
Reborn Warlord	Fulphy Forest/Pass Camp (P.142)	–	–	5	–	–	
Otanko Luca	Holy City Nac[illegible] (P.150)	–	–	–	–	–	
Beloved Boy	Naos Base (P[illegible]55)	–	–	–	–	–	
Serious Investigator	Shopkeeper's M[illegible]sion (P.163)	–	–	–	5	–	
A Withered Hobby?	Ashihara Royal Tomb 6 (P.168)	–	–	10	–	–	
Brooding Boy	Kelm Volca[illegible]o (P.179)	–	–	–	10	–	
Forgiven Boy	Grigori Village / Ship's Deck ② (P.202)	–	–	–	–	–	
Returned Boy	Sania Village / Myus Tribe V[illegible]age (P.236)	–	–	10	–	–	
Forgotten-Belongings Boy	Clear Sub-event 008 (P.261)	150	–	–	–	–	
Together with Toro	Clear Sub-event 016 (P.262)	–	–	–	–	+1	
Boy Troubled by Love	Clear Sub-event 033 (P.264)	100	10	–	–	–	
Prince of the Sea	Clear Sub-event 056 (P.266)	–	5	5	5	–	
Membership No. 0001	Clear Sub-event 064 (P.267)	–	50	–	–	–	
General Asura	Clear Sub-event 074 (P.268)	200	–	5	–	–	
Unreliable Knight	Clear Sub-event 088 (P.270)	–	–	–	–	–	
Boy Deprived of Freedom	Clear Sub-event 090 (P.270)	450	–	–	–	–	
Knowledgeable Boy	Clear Sub-event 115 (P.273)	–	20	–	5	–	
He Who Rules 覇王 Heavens	Clear Sub-event 131 (P.275)	300	–	15	–	–	
Enthralled by Glasses	Clear Sub-event 151 (P.278)	–	20	–	10	–	
Magical Girl	Clear Sub-event 169 (P.280)	100	100	−100	100	+1	
The Expected Person	Clear Sub-event 171 (P.280)	700	–	–	–	−2	
Child Prodigy of Cooking	Clear Sub-event 173 (P.281)	–	30	–	–	+3	

Normal Attacks & Guard Counters: Lots of forward-slashing attacks

Many attacks have range only in the forward direction, and mo st normal attacks are executed while advancing. Among them, th e mid-level attack that takes a large step forward has long reach and is easy to use as an attack starter. When facing multiple ene mies, it is also recommended to slash through them with a free-r un attack that covers about a 180-degree forward arc. Note that c haining three high-level attacks launches enemies high into the a ir. This is useful when aiming for an aerial combo.

Can launch enemies int o the air. If it hits, you can foll ow up with a guard counter in mid-air from the

Normal Attacks & Guard Counter Data

Mid-level Attack 1 ()

Power 100 Stun	2
Harden 10 Crit 100	

Mid-level Attack 2 (0)

Power 100	Stun 2
Bronze Body 10	Crit 100

Lower-level Attack (↓+)

Power 100 Stun	2
Bronze Body 10	Crit 100

Lower-level Attack (↓+)

Power 100 Stun	2
Harden 10 Crit	100

Upper-level Attack (+)

Power 100 Stun	2
Bronze Body 10	Crit 100

Upper-level Attack (+)

Power 100	Stun 2
Steel Body 10	Crit 100

Air Attack 1 (Jump+)

Power 100 Stun 2	
Steel Body 10 Crit 100	

Air Attack 2 (Jump+)

Power 100 Stun	2
Bronze Body 10 Crit	100

Freerun Attack (Freerun+)

Power 100 Stun	2
Bronze Body 10 Crit	100

Guard Counter

Power 300 Stun 20
Bronze Body 30 Crit 100

Air Guard Counter

Power 300, Stun	20
Copper body 30 Crit	100

Arts/Skills The general rule is to use skills at close range

Many techniques are performed by stopping and attacking towar d the front, so the basic approach is to use them after closing in as close as possible to the enemy. If you want to target a distant oppo nent, use moves like "Fireball", "Spiral Flare", or "Demon Sword".

In addition, to make the most of a solo style of charging into e nemies, you may also want to use "Gou Shourai" (which raises ph ysical attack) and "Shuikihou" (which restores your own HP).

When using "Gou Shourai" or "Gatling Qi you become defenseless. Use them at a distance from enemies.

Basic Art: Fireball

Incantation 1 second | Fire

Acquisition condition: Learned at Fulfi Forest / Pass Camp (p.142) | TP Cost 9 | Hit Count 1

Power 260 | Steel Body 23 | Stun 13 | Critical 120

Airborne — | Down — | Launch — | Knockback —

Fires a ball of flame forward to attack one enemy. It is a single-shot attack, but its power
The casting time is short and the range is long, making it easy to use.

Intermediate Art Spiral Flare

Casting Time: 2 seconds | Fire

Acquisition Requirement: Reach level 17 | TP Cost 18 | Hit Count 1

Power 465 | Physical 45 | Stun 18 | Critical 150

Airborne — | Down — | Launch — | Knockback —

Shoots a mass of flame forward that pierces through enemies. It can hi
t and strike multiple enemies aligned in a straight line, but its casting time is relatively lon

Advanced Magic: Explode

Incantation 3 seconds | Fire

Learning Requirement: Reach level 40 | TP Cost 34 | Hit Count 1

Power 730 | Bronze Body 54 | Stun 27 | Critical 270

Airborne — | Down — | Launch — | Knockback —

Drops a mass of flame above enemies and detonates it in a massive exp
losion to attack a wide area. Effective when multiple enemies weak to the Fire attribute ap

Skill: Demon Sword

Incantation

Acquisition Condition: Usable from the start | TP Cost 4 | Hit Count 1

Power 120 | Bronze Body 10 | Stun 7 | Critical 120

Airborne — | Down — | Launch — | Knockback —

Creates a shockwave that crawls along the ground with the sword. The shockwave travels
With a long range, it is ideal for targeting enemies from a distance.

Skill: Swift Strike

Chant —

Acquisition Condition: Reach Level 3 | TP Cost 5 | Hit Count 1

Power 133 | Steel Body 11 | Stun 7 | Critical 140

Airborne ○ | Down — | Launch — | Knockback —

A body-check attack that lunges forward about the distance of one das
h in a forward-bent posture. Besides damaging enemies in front, it can also hit enemies d

Special Move: Go

Support | Incantation —

Learning Condition: Reach Level 5 | TP Cost 5 | Hit Count —

Effect: For 30 seconds, increases own Physical Attack by 30%

Bronze Body | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

Stop in place, concentrate your spirit, and raise your physical attack.
The effect lasts about 30 seconds, increasing the power of both normal attacks and sk

Special Skill: [illegible]

Incantation —

Learning Condition: Reach Level 9 | TP Cost 5 | Hit Count 1

Power 142 | Steel Body 12 | Stun 8 | Critical 60

Airborne ○ | Down ○ | Launch — | Knockback —

While jumping slightly forward, swing the sword downward to attack th
e front. Because it can aim for a downed state, it's useful when charging into enemies.

特技 ● Crescent Moon Slash

Incantation —

Requirement to Learn: Reach Level 11 | TP Cost 6 | Hit Count 1

Power 150 | Steel Body 10 | Stun 8 | Critical 120

Airborne ○ | Down — | Launch ○ | Knockback —

Jump slightly while quickly slashing upward with the sword. Recommende
d for attacking enemies in the air or when you want to launch an enemy into the air.

Skill: Vacuum Break

Incantation —

Requirement to Learn: Reach Level 13 | TP Cost 8 | Hit Count 1

Power 180 | Bronze Body 11 | Stun 9 | Critical: 80

Airborne — | Down — | Launch — | Knockback —

Hold the sword horizontally and spin once to attack enemies around you. Go
od to use when you are surrounded by enemies.

Special Technique

Recovery | Incantation —

Learning Requirement: Reach Level 15 | TP Cost 10 | Hit Count —

Effect Recovers 10% of own HP (based on maximum HP)

Steel Body — | Stun — | Critical -

Air — | Down — | Launch — | Knockback —

Restores about 10% of the user's maximum HP. When used, the user become
s vulnerable for about 1 second, so make sure no enemies are nearby before using it.

Ground Gi Shōse

Learning Requirement: Reach Level 21 | TP Cost 10 | Incantation — | Hit Count 1

Power 185

Bronze Body 10 | Stun 16 | Critical: 80

Airborne — | Down — | Launch ○ | Knockback —

Raise the sword and gouge the ground, generating a shockwave forward. If the sword or the shockwave hits, it can launch enemies into the air.

Special Techniqu

Learning Requirement: Reach Level 27 | TP Cost 12 | Incantation — | Fire | Hit Count 1

Power 215

Bronze body 14 | Stun: 13 | Critical: 100

Airborne — | Down — | Launch ○ Blow away —

Drive the sword into the ground, blow up flames, and burn the surroundings. Because the attack re it must be used from quite close to the enemy.

特技 Fierce assault

Acquisition condition: Reach level 31 | TP Cost 14 | Incantation — | Hit Count 2

Power 90→130

Bronze body 8-12 | Stun 6→9 | Critical 812

Airborne — | Down ○ | Launch — | Knockback —

This is a two-hit downward sword attack; if the second strike lands, it can knock the enemy d Because it attacks while moving forward, it has long reach.

Special move: Ex

Acquisition condition: Reach level 38 | TP Cost 16 | Incanta — | Fire | Hit Count 4

Power 185→25×3

Bronze Body 12→2×3 | Stun 9→1×3 | Critical 70→10×3

Airborne ○ | Down — | Launch — | Knockback —

Leaps forward while swinging a flame-clad sword. Both the sword and the flam es produced when swung have attack hitboxes; if all hit, it results in 4 hits.

Skill Rift-Splitt

Learning Condition: Reach Level 7 | TP Cost 7 | Incantation — | Hit Count 4

Power 61×4

Steel Body 6×4 | Stun 2×4 | Critical 20×4

Aerial ○ | Down — | Launch — | Knockback —

While rotating vertically in midair, perform consecutive forward attacks with t he sword. Because the recovery after the attack is large, you should immediately follow up with a speci

Secret Technique 新

Acquisition Requirement: Reach level 17 | TP Cost 10 | Incantation — | Hit Count 2

Power 90→195

Steel Body 7→16 | Stun 4→8 | Critical 18→42

Airborne — | Down — | Launch ○ | Knockback —

After sweeping the sword, generate a shockwave from the ground. Bot h the sword and the shockwave have hit detection, attacking enemies within the forward area t

秘技 Collapsing Assault Shock

Acquisition Condition: Reach Level 23 | TP Cost 12 | Incanta — | Hit Count 2

Power 140→60

Steel Body 21→5 | Stun 10→3 | Critical 16→4

Airborne ○ | Down — | Launch — | Knockback —

From the same motion as "Crushing Raid Sword", follow up with a strike that pursues using connect to a special move to press the attack without giving the enemy an opening.

秘技 Moonbow Twin Slash

Acquisition Condition: Reach Level 29 | TP Cost 14 | Incanta — | Hit Count 2

Power 152×2

Copper body 8×2 | Stun 8×2 | Critical 60×2

Airborne | ○Down — | Launcher ○ Knockback —

Perform "Crescent Moon Flash" twice in succession from ground → air. After it hits, the enemy If aiming for a combo, dash in with moves like "Blazing Inferno Run".

Secret Technique

Acquisition Requirement: Reach level 35 | TP Cost 17 | Incantation — | Hit Count 2

Power 135→205

Copper body 9-14 | Stun 8-11 | Critical 24→36

Airborne — | Down — | Launch — | Knockback —

The two-hit combo where you slash upward at an enemy and then swe ep to chase them. After the hit, the distance to the enemy increases by about the space of two c

Phoenix Sky Charge (Secret Technique)

Learning Requirement: Reach level 40 | TP Cost 19 | Incanta — | Fire | Hit Count 2

Power 175×2

Steel Body 14×2 | Stun 8×2 | Critical 40×2

Airborne ○ | Down — | Launch — | Knockback —

An attack where you leap up, then descend rapidly while surrounding yourself with the Phoenix If performed in midair, it can be executed immediately.

Ruka Mirudar (Luca Milda)

Secret Technique | Incantation — | Fire

Acquisition Requirement: Reach level 42 | TP Cost 21 | Hit Count 1

Power 332

Steel Body 28 | Stun 22 | Critical 120

Airborne — | Down — | Launch — | Knockback —

While jumping backward, you launch a fireball toward the forward-down diagonal. Useful when you want to attack and simultaneously create distance.

秘技 Demon King's Flame Break | Incantation — | Fire

Acquisition condition: Reach level 44 | TP Cost 22 | Hit Count 2

Power 114→246

Copper Body 6-24 | Faint 5-13 | Critical 30→70

Airborne — | Down — | Launch — | Knockback —

Strikes upward with a flame-imbued sword to launch the enemy, then brings the sword down to follow up. Both the upward slash and the downward strike have thei

Secret Technique: De | Incantation — | 火

Acquisition condition: Reach level 48 | TP Cost 23 | Hit Count 1

Power 370

Bronze Body 29 | Stun 21 | Critical: 100

Airborne — | Down — | Launch — | Knockback —

The "demon god sword" enveloped in flames. Its advantages—long range and the ability but its power and stun value have been enhanced.

Ultimate Art: Raging Fi | Incantation — | 火

Acquisition condition: Reach level 19 | TP Cost 12 | Hit Count 4

Power 89×4

Steel Body 8×4 | Stun 4×4 | Critical 40×4

Airborne ○ | Down — | Launch — | Knockback —

"Shunjun Rush" is a charging technique similar to "Instant Rush"; this one is wrapped in flames and has a slightly longer range. Use it when you want to att

Secret Art: Absolute Vo | Incantation —

Acquisition Condition: Reach level 25 | TP Cost 15 | Hit Count 2

Power 161→224

Steel Body 14-21 | Stun 7→10 | Critical 33→47

Airborne — | Down — | Launch — | Knockback —

A special move that quickly follows up from "Demonic Sword" into "Vacuum Break Slash." It deals damage to enemies both in front and around the user all at once.

奥義 Scorching Gale Formation | Incantation — | Fire

Acquisition Requirement: Reach Level 33 | TP Cost 18 | Hit Count 4

Power 65×3→205

Copper body 5×3→21 | Stun 3×3→10 | Critical 8×3→36

Airborne — | Down — | Launch — | Knockback —

With the flame-imbued "Vacuum Break Slash," the final strike has high power and a wide It's good to use as a way to break through when surrounded by multiple enemies.

奥義 Hawk Claw Gale Sword | Incantation —

Acquisition requirement: Reach level 46 | TP Cost 26 | Hit Count 6

Power 72→58→70×4

Bronze Body 5→7×4 | Stun 5→4→4×4 | Critical 16→15→23×4

Airborne ○ | Down — | Launch ○ | Knockback —

Use successive sword strikes to launch the enemy, then follow up with "Rending Sky Sl the trick is to use it while positioned very close to the enemy.

Special Move: Raging V | Incantation —

Acquisition Requirement: Reach Level 50 | TP Cost 27 | Hit Count 5

Power 64×4→164

Bronze Body 4×4 → 18 | Stun 3×4→14 | Critical 9×4→44

Airborne: Yes | Down — | Launches: Yes | Knockback —

Perform a consecutive attack of "Rending Sky Slash" → "Crescent Moon Slash." Try to aim or secret arts such as "Crushing Assault Shock."

Special Move: Phoenix Heavenly Charge | Incantation — | Fire

Acquisition Requirement: Reach Level 52 | TP Cost 29 | Hit Count 7

Power 27×2→84×5

Steel Body 12×2→3×5 | "Fainting" 9×2→2×5 | Critical 6×2→12×5

Airborne ○ | Down — | Launch ○ | Knockback —

Release energy to float enemies and cloak yourself in an aura while ascending to pursue you can attack targets around yourself; while ascending, you can also strike enemies in f

Secret Art: Demon King | Incantation — | Fire

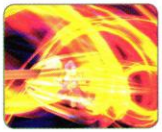
Acquisition Requirement: Reach level 54 | TP Cost 30 | Hit Count 1

Power 440

Steel Body 46 | Stun 23 | Critical 140

Airborne — | Down ○ | Launch — | Knockback ○

Thrusts a flame-clad sword forward, knocking enemies back and knocking them down. It only hits the head, but it is powerful with high strength and critical values.



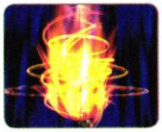
CD Crimson Flame Roaring Overlord Slash — Incantation — — 火

Acquisition Condition: Learned at The Rift of Another World — Nigel START (アルヴ) — Hit Count 2

Power	800→1900		
Steel Body	—	Stun	—
Airborne	—	Down	—
Launch	—	Knockback	—

Critical 30→70

When the downward-slashing sword hits an enemy, it performs a rushing slash as a follow-up. The rushing slash can attack all enemies positioned in front.



Four Demon Kings' Scorching Extermination Blade — Incantation — — Fire

習得 Condition: Get the ability "Special" — TP Cost — — Hit Count 4

Power	400→600→1000→2000		
Steel Body	—	Kien (Spirit Energy)	
Airborne	—	Down	—
Launch	—	Knockback	—

Critical 10→15→25→50

Luca transforms into Overlord Asura and unleashes consecutive slashes with Durandal. Enemies hit by the spirit energy emitted upon activation become targets of the attack.

Strategy

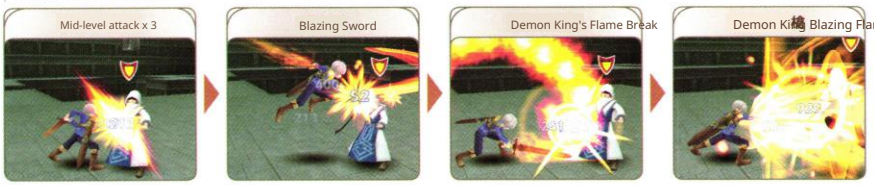
Vanguard Captain Who Leads the Charge

Use high HP and physical defense as your strength and aggressively charge in to slash at enemies. If enemies are at a distance, use a free-run attack to close in quickly while attacking, then follow up with normal attacks and arts. Also, if within roughly a single dash's range, repeatedly use the mid-level normal attack that takes a large step forward, it's recommended to close the gap with an art like "Explosive Flame Sword" and then follow with the combos below. However, these combos generally require relatively high levels. Until about level 19, when you first learn an ultimate art, it's good to press the attack with the sequence "Normal Attack" → "Swift Thrust" → "Rend" → "Sky Slash."

When surrounded by enemies, As a countermeasure, you should set at least one area-attack skill.

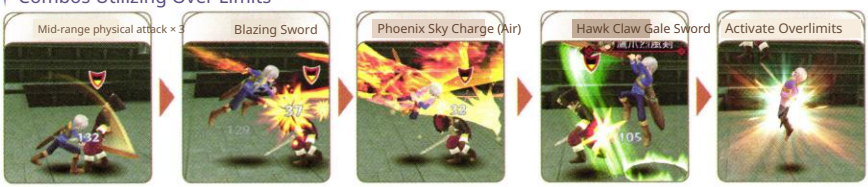
At the very start of a battle, to avoid being struck first by the enemy, close the distance by free-running.

Power-focused Combo



A high-power combo that chains fire-element techniques and ultimately knocks the enemy back and down. Start from close range—about touching distance. If the enemy is about one dash away, it's good to start with Blazing Sword, which lets you approach while attacking. Also, if you change the secret technique to "Houou Tenku" and the mystic art to "Houou Tenshouku," you can end by circling behind the enemy.

Combos Utilizing Over Limits



This is a combo you want to use when Overlimits can be activated; aim to stun the enemy. Chain techniques together, activate Overlimits while airborne, and repeat the same combo one more time. By doing so, if you stun the enemy, you can then transition into a combo of your choice or deal damage with a Mystic Arte. It's better to equip the ability "Attack Feint" to increase the chance of successfully causing a stun.

Ruka Milda (Luca Milda)

Style Prioritize abilities that enhance physical attacks

From abilities that can strengthen your favored close-range combat, prioritize learning those first. Among them, the ones listed on the right are versatile and recommended. Specialize one of your already high physical attack or physical defense stats with "Attack Custom" or "Defense Custom" and switch based on the situation. Also, for G Bonuses, try to obtain as much HP, physical attack, and physical defense as possible

Keep developing and polishing its strengths.

For enemies weak to Fire attribute, aim for further damage increase with "Flare Rise".

Recommended Abilities

Abilities	Explanation
Attack Feint	Makes it easier to stun enemies with physical attacks. At the same time, learn "Flare Rise 1" and aim to get the G bonus of HP +50.
○○ Plus	On the western battlefield ⑥, you should learn "Combo Plus" and "Tokugi Plus". This increases the number of attacks to aim for higher damage.
Repeat	Combine with ○○ Plus abilities and repeatedly use rush-type techniques that are easy to land on enemies, such as "Shun "Jinsho" and "Raging Fire B
Destroy	I want to have it set before enemies with high steel-body values begin to appear. Acquire and unlock the title "Combo Intermediate" as soon as p
Runner 1–2	Luca's movement speed during battle is not very fast. If you have spare CP, you should set "Runner 2".

Abilities that can be Learned

● Timing when abilities become learn

- Fulfi Forest / Mountain Pass Camp 9 (P.142)
- Western Battlefield 6 (P.146)
- Regnum Stalacti[7] Cave (P.160)
- At the Shopkeeper's Mansion 8 (P.163) obtain the title "Diligent Investigator" (Unlocking "Limit Break" at 27 allows other abilities within the group to be learned)
- Asihara Royal Tomb 2 (P.168)
- At Kelm Volc[4]no (P.179) obtain the title "Sullen Boy" (Unlocking "Runner 1" at 42 allows other abilities within the group to be learned)
- Galbos Jungle (P.19[7])
- At Grigori Village / Ship De[3]k (P.202) obtain the title "Forgiven Boy" (Unlocking "End Repair TP1" at 57 allows other abilities within the group to be learned)
- Garden of Awaiting Gods 3 (P.216)
- At Sania Village / Myus Tribe Village (P.236) obtain the title "The Boy Who Returned" (Unlocking "All Erase" at 74 allows other abilities within the group to be learned)
- Game Clear
- After Garubos J[7]ngle (p.198), and upon acquiring the title "Swordsman" (learning 83 "End Repair HP1" enables learning other abilities in the group) After game clear, and upon acquiring the title "Sword Saint" (learning 89 "Get Angry" enables learning other abilities in the group
-) After Ashihara Royal Tomb 2 (p.168), and upon acquiring the title "Combo
- After Garden of the Waiting Gods ③ (p.216), and upon acquiring the title "Comb you can obtain it (learning 98 "Root Break" enables learning other abilities in the group)
- After game clear, and upon acquiring the title "Combo Master" (learning 101 "Tokugi Plus" enables learning other abilities in the gr
- After Ashihara[2] Royal Tomb (p.168), and upon acquiring the title "General Asu you can obtain it (learning 104 "Feint Guard" enables learning other abilities in the group)
- After Garden of the Waiting Gods ③ (p.216), and upon acquiring the title "Overlord Who Rules the Heavens" (learning 108 "Special" enables learning other abilities in the group)
- After game clear, and upon acquiring the title "Arena Champion" (learning 113 "Runner 2" enables learning other abilities in the grou

Ruka Miruda (Luca Milda)

● Ability list (items in red are those recommended on the left page)

Number	Ability Name	G Bonus		AP	CP
1	Burst Blow	Physical Defense	10	30	1
2	① Guard Up 1			30	1
3	Lucky Keep			120	2
4	Attack Feint	HP	50	60	1
5	Flare Rise 1			30	1
6	● Capacity Up 1	—	—	20	—
7	● Capacity Up 1			20	—
8	Damage Limiter	Physical Defense	3	120	1
9	① Flare Shield 1			30	1
10	① M Guard Up 1	Magic Defense	7	30	1
11	① Lucky Avoid			120	1
12	Heavy Shot	Physical Attack	8	60	1
13	Combo Plus			150	2
14	Special Skill Plus			200	2
15	Hard Shot			30	1
16	● Capacity Up 1	—	—	20	—
17	∞ Infinity	TP	15	210	3
18	OVL Upper			30	1
19	Repeat	Magic Attack	7	90	1
20	Feint Up			30	1
21	Down 1			60	2
22	Defense Value	HP	110	120	1
23	Sub Ex			360	1
24	Rave Upper			30	1
25	Speed Item 1	Physical Attack	5	30	1
26	Break HP Gain			60	2
27	Limit Break	—	—	160	3
28	8 Instant Spell	TP	15	120	1
29	Critical			30	1
30	? TP Save 1			120	2
31	● Capacity Up 2	—	—	60	—
32	8 Attack Burst	Physical Attack	8	150	2
33	Counter Strike			90	1
34	Counter Feint			30	1
35	Flare Rise 2			90	1
36	Attack Value	Physical Attack	8	120	1
37	Lost Attack			90	1
38	Defense Burst	Physical Defense	20	150	1
39	① M Guard Up 2			60	1
40	① Flare Shield 2			90	3
41	① Guard Up 2			60	1
42	Runner 1	—	—	210	2
43	● Capacity Up 2	—	—	60	—
44	1 Extend	Magic Attack	12	150	2
45	1 Magic Burst			150	2
46	Magic Value			120	1
47	● Capacity Up 2	—	—	60	—
48	Critical Burst	TP	48	90	1
49	Dash Cancel			360	3
50	Jump Cancel			330	2
51	Higi Plus			280	3
52	Counter Rave	HP	110	30	1
53	◆ Aerial Jump			30	1
54	◆ Speed Item 2			60	1
55	① Guard Up 3	Magic Defense	12	90	2
56	1 Resist Burst			150	1
57	① Resist Value			120	1

Number	Ability Name	G Bonus		AP	CP
58	End Repair TP1	—	—	60	2
59	Break TP Gain	Physical Attack	8	60	2
60	◆ Counter Repair TP			30	1
61	Lost Repair TP			90	3
62	● Capacity Up 3	—	—	240	—
63	● Capacity Up 3	—	—	240	—
64	1 Damage Protector	HP	200	210	3
65	1 Burst Absorb			120	3
66	Speed Item 3			90	1
67	① Luck Custom			150	1
68	Flare Rise 3	Magic Attack	18	150	2
69	Attack Custom			150	3
70	① Defense Custom	Physical Defense	21	150	3
71	End OVL Gain			60	1
72	① Flare Shield 3	Magic Defense	9	150	5
73	① Resist Custom			150	3
74	? All Raise	—	—	300	4
75	Abyss	Magic Defense	13	340	2
76	① Enduro			480	9
77	End Repair HP2	HP	160	120	3
78	① Survive			360	4
79	● Capacity Up 4	—	—	999	—
80	● Capacity Up 4	—	—	999	—
81	1 Invalid All	Magic Defense	11	920	14
82	&& Ex Cancel			30	1
83	End Repair HP1	—	—	60	2
84	Counter Repair HP	HP	154	30	1
85	< Active Body			150	3
86	Lost Repair HP			90	3
87	Lost Resist	Magic Defense	7	90	1
88	Risk Resist			120	1
89	Get Angry	—	—	340	2
90	? ? Damage			400	1
91	? Half Damage	Physical Attack	30	240	1
92	? Quarter Damage			320	1
93	Risk Attack	—	—	120	2
94	Heavy Attack	Magic Attack	6	90	5
95	Destroy			160	3
96	Overdrive	Physical Defense	9	90	4
97	1 Invalid Attack			60	1
98	Route Break	—	—	90	2
99	Ougi Plus	TP	39	440	4
100	Down 2			150	2
101	Special Skill Plus	—	—	200	2
102	Higi Plus	Physical Attack	20	280	3
103	Ougi Plus			440	4
104	Feint Guard	—	—	150	2
105	Burst Feint	Physical Defense	15	60	2
106	Risk Defense			120	1
107	Lost Defense			90	1
108	Special	—	—	30	1
109	TP Save 2	Magic Attack	20	220	4
110	Magic Custom			150	3
111	① M Guard Up 3	Magic Defense	6	90	2
112	End Repair TP 2			120	3
113	Runner 2	—	—	960	7
114	● Capacity Up 4	—	—	999	—
115	● Capacity Up 4	—	—	999	—
116	● Capacity Up 4	—	—	999	—

Ruka Miruda (Luca Milda)

Ilia Anīmi (Ilia Animi)

Mainly provides rear support for allies. Skilled at long-range attacks with twin pistols and at supporting allies with healing arts. In terms of stats, TP is plentiful and magical defense is excellent; these have top-class growth rates when leveling up. Magical attack also grows well, so high damage can be expected from offensive arts, but it is easier to use if you focus on techniques that can be executed from long range.

Level-based status data

LV	LV3	LV10	LV20	LV30	LV40	LV50	LV100	LV150	LV200
HP	287	525	864	1203	1542	1881	3565	4760	5955
TP	43	78	128	178	228	278	524	619	714
Physical Attack	12	21	34	47	60	73	137	182	227
Physical Defense	9	20	36	52	68	84	163	213	263
Magic Attack	28	42	63	84	105	126	230	300	370
Magic Defense	26	40	60	80	100	120	219	284	349

Status balance (status

• Title Data

Title Name	Acquisition Conditions	HP	TP	Physical Attack	Physical Defense	Magic Attack	Magic Defense
Combo Beginner	Achieve 10 or more combos during battle	–	10		–		–
Combo Intermediate	Achieve 30 or more combos during battle	–	20		–		–
Combo Advanced	Achieve 60 or more combos during battle	–	30		–		–
Combo Master	Achieve 100 or more combos during battle	–	40		–		–
Berserk	Defeated in battle 250 times or more on "Unknown" difficulty	–	–		25		–
Apprentice Gunner	Reached level 10	100	5		–		–
Gunner	Reached level 30	200	10		–		–
Skilled Gunner	Reached level 60	300	15		–		–
Legendary Gunner	Reached level 100	400	20		–		–
Empress Who Holds Dominion	Win the singles match at the Arena (p.286)	–	–		10		–
Reincarnation of the Goddess of Fertility	Initial	–	–		–		–
Hates Chitose	Western Base ❶ (P.146)	–	–		5		–
Mayor's daughter	Holy City Naos 2 (p.150)	–	–		–		–
Romance Breaker	Naos Base ⑩ (p.154)	–	–		–		–
Noisy girl	Naos Base (p.155)	–	–		–		–
Mistaken identity	Regnum Stalagmite Cave (p.160)	–	–		3		–
Skiver	Shopkeeper's Mansion 8 (p.163)	–	–		10		–
One who destroyed the world	Ashihara Royal Tomb 2 (p.169)	–	–		–		–
Despairing girl	Kelm Volcano 4 (p.179)	–	–		–		–
Enjoy Girl	Grigori Village / Ship Deck ❸ (P.202)	–	–		–		–
The girl who was waiting	Sania Village / Myuce Tribe Village (P.236)	–	–		10		–
Like-minded Owner	Clear Sub Event 010 (P.262)	50	5		–		–
Honest to Desire	Clear Sub Event 023 (P.263)	200	–		–		–
Beach Girl	Clear Sub Event 056 (P.266)	–	–		5		–
Bad Girl	Clear Sub Event 058 (P.266)	–	20		–		–
Fan Club President	Clear Sub Event 064 (P.267)	700	–	–	–		–
Free Girl	Clear Sub Event 090 (P.270)	–	30	–	5		–
Schoolgirl	Clear Sub Event 093 (P.270)	400	–	–	–		–
Miracle Girl	Clear Sub Event 094 (P.270)	–	–	–	–		+2
Goddess of Bounty	Clear Sub Event 157 (P.279)	300	–	–	15		–
Magic Bullet Shooter	Clear Sub Event 158 (P.279)	–	50	–	–		–
Messenger	Clear Sub Event 168 (P.280)	600	–	–	–		–
Kitchen Queen	Clear Sub Event 173 (P.281)	–	30		–		+3
–	–	–	–		–		–

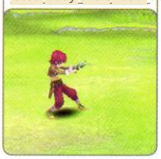
Normal attacks & Guard Counter: Mid and low attacks, which are easy to use, form the core

Both mid and low attacks fire bullets horizontally toward th e target. Their range is long enough to reach from anywhere, and if you chain techniques together these can hit repeatedly —base your offense around these attacks. The high attack, w hich fires a bullet at about a 45-degree upward angle, is good for following up on enemies launched by allies. Also, when yo u want to get close to an enemy to aim for a combo, start with a freerun attack and link into normal attacks.

can be done.
On aerial down attacks you can follow up on a successful guard counter

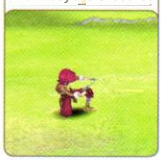
Normal Attacks & Guard Counter Data

Mid attack 1 (C)
Power 50+50 Stun 1+1
Steel body 5+5 Crit 50+50



Mid attack 2 (↓C)
Power 50+50 Stun 1+1
Steel body 5+5 Crit 50+50

Lower Attack 1 (↓C)
Power 50+50 Stun 1+1
Iron Body 5+5 Crit 50+50



Lower Attack 2 (↓↓C)
Power 50+50 Stun 1+1
Iron Body 5+5 Crit 50+50

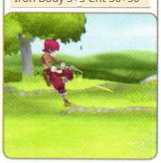
Upper Attack 1 (↑+C)
Power 50+50 Stun 1+1
Iron Body 5+5 Crit 50+50

Upper Attack 2 (↑↑+C)
Power 50+50 Stun 1+1
Iron Body 5+5 Crit 50+50

Air Attack 1 (Jump+)C
Power 50+50 Stun 1+1
Iron Body 5+5 Crit 50+50

Air Attack 2 (Jump+↓C)
Power 50+50 Stun 1+1
Iron Body 5+5 Crit 50+50

Air Down Attack 1 (Jump+ ↑ + or ↓)
Power 50+50 Stun 1+1
Iron Body 5+5 Crit 50+50



Air Down Attack 2 (Jump++ or ↓+↓)
Power 50+50 Stun 1+1
Iron Body 5+5 Crit 50+50

Freerun Attack (Freerun+)
Power 100 Stun 2
Iron Body 10 Crit 100

Guard Counter
Power 300 Stun 20
Bronze Body 30 Crit 100

Air Guard Counter
Power 300 Stun 20
Bronze Body 30 Crit 100

Artes: A wide range of Artes that support allies

"First Aid", "Recover", and "Raise Dead" — there is a full set of Artes that heal allies' HP and cure status ail ments. Use these actively as the party's healer. On the other hand, offensive Artes tend to have long range b ut are mostly single-hit and hard to chain into combos . However, "Twin Bullet" can be linked from normal att acks regardless of distance, so it can be incorporated i nto combos.

Bring enemies down from a distance "Shot" is optimal. When you want to aim, use "Burst

Arts Data

Beginner Magic First Aid

Recovery | Incant. 2 seconds

Acquisition Requirement	Usable from the start			TP Cost	6
Effect	Recovers one ally's HP by 30% of their maximum HP				
Copper Body			Stun	—	Critical —
Airborne	—	Down	—	A healing magic usable from the start that restores one ally's HP by 30% of their maximum H	
Launch	—	Knockback	—	With a short cast time and low TP cost, it is an excellent skill that will be reliable in the early	

Intermediate Magic Heal

Recover | Chant 3 seconds

Acquisition Requirement	Reach level 13			TP Cost	14
Effect	Restores one ally's HP by 50% of their maximum HP				
Steel Body			Stun	—	Critical —
Airborne	—	Down	—	Enhanced version of "First Aid." Restores the selected ally's HP by	
Launch	—	Knockback	—	50% of their maximum HP. The chant time is slightly longer.	

Advanced Cure

Recovery | Chant 4 seconds

Acquisition requirement: Reach level 34				TP Cost	31
Effect	Restores one ally's HP by 70% of their maximum HP				
Bronze Body			Stun	—	Critical —
Airborne	—	Down	—	Restores 70% of the selected ally's maximum HP. Among single-target	
Launch	—	Knockback	—	hp restoration spells, this is the most powerful effect.	

Basic Art: Recover

Heal | Casting 1.6s

Learning Condition: Reach Level 7				TP Cost	13
Effect	Cures poison, weakness, fear, paralysis, and petrification for one ally				
Steel Body			Stun	—	Critical -
Airborne	—	Down	—	Can treat status ailments such as poison and weakness. Any of these status	
Launch	—	Knockback	—	conditions are troublesome, so you should quickly recover with this art when afflicted.	

Basic Art: Dispel

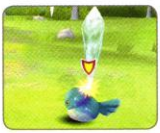
Recovery | Casting 1.5s

Acquisition Requirement: Reach level 28				TP Cost	10
Effect	Recovers one ally's reduced physical attack, physical defense, magical attack, and magical defense				
Bronze Body			Faint	—	Critical -
Airborne	—	Down	—	It can recover negative status changes such as decreased physical att	
Launch	—	Knockback	—	ack or decreased magical attack. The target is one ally. Recover them as soon as poss	

Advanced Art: Raise Dead

Healing | Chant 4 seconds

Acquisition Condition: Reach level 25				TP Cost	33
Effect: Revives one fallen ally					
Iron Body	—		Stun	—	Critical —
Airborne	—	Down	—	Revives one fallen ally. The ally who receives the art is revived with app	
Launch	—	Knockback	—	roximately one-third of their maximum HP restored.	



Basic Art: Ice Needle

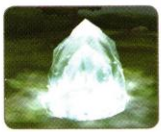
Casting time 1 second

Acquisition Requirement: Reach level 4				TP Cost	6
Power	49×3				
Copper Body 7×3			Stun	5×3	Critical 100×3
Airborne	—	Down	—	An attack that brings down three icicles from above the enemy's head. Enemies standing adjacent to th	
Launch	—	Knockback	—	be caught in the attack.	

Intermediate Art Spread

Casting time 2 seconds

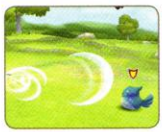
Acquisition requirement: reach level 18				TP Cost	13
Power	50×4→150				
Iron Body 5×4→17			Stun	4×4→12	Critical 54×4→144
Airborne	—	Down	—	Generates a whirlpool of water from the ground centered on the target enemy, finall	
Launch ○ Blow Away			—	The attack range is as it appears, and the water pillar portion is narrower than the wh	



Advanced Technique: Embrace End

Cast time: 3 seconds | Water

Acquisition Requirement: Reach Level 43				TP Cost	30
Power	45→125→205→275				
Steel Body	5→12→17→21		Stun	3-7-10-14	Critical 40→90→140→190
Airborne	—	Down	—	Summons an absolute-zero ice chunk at the targeted enemy's feet. The ice ch	
Launch ○ Blow Away			—	unks appear a total of four times; they gradually grow larger and their attack range expands.	



Basic Technique: Wind Cutter

Casting 1.1 sec

Requirement to Learn: Reach Level 11				TP Cost	8
Power	95×2				
Steel Body 11×2			Stun	9×2	Critical 120×2
Airborne	—	Down	—	Generates two successive gust blades that slice the target. The gust bla	
Launch	—	Knockback	—	des pierce forward, damaging all enemies in front of them as they pass through.	

Illa Animi (Illa Animi)

Intermediate Magic Cross W

Incantation: 2 seconds | 風

Learning Requirement: Reach Level 15 | TP Cost: 15 | Hit Count: 4

Power: 100×4

Steel body 11×4 | Stun 8×4 | Critical 80×4

Airborne: — | Down: —

Launch: ○ | Knockback: —

Deals damage with blades of wind that sweep in from all directions and the tornadoes generated fr
It is characterized by launching struck enemies high into the air.

Advanced Cyclone

Incantation: 3.3 seconds | 風

Acquisition requirement: Reach level 41 | TP Cost: 32 | Hit Count: 9

Power: 78×9

Bronze Body 6×9 | Stun: 4×9 | Critical 45×9

Airborne: — | Down: —

Launch: ○ | Knockback: —

Generates a massive tornado that damages enemies while lifting them into the air.
All enemies within the tornado's area can be hit up to 9 times.

Beginner Skill Pico Hammer

Incantation: 1.4 seconds

Learning Condition: Reach Level 5 | TP Cost: 4 | Hit Count: 1

Power: 100(※)

Steel Body — | Stun: — | Critical: 100

Airborne: — | Down: —

Launch: — | Knockback: —

Drop a hammer above the enemy's head; on hit there is a chance to stun for 3 seconds. The stun probability is about 30% and varies with level differences between you and the enemy.

Special Skill Search Gald

Incantation: —

Acquisition Condition: Usable from the start | TP Cost: 2 | Hit Count: —

Effect: On success, obtain about 10% of the Gald that can be acquired from the defeated enemy

Steel Body — | Stun: — | Critical: —

Airborne: — | Down: —

Launch: — | Knockback: —

About 10% of the Gald that enemies drop when defeated may be discovered once per battle.
The discovery chance increases by 5% for each Luck star.

Special Skill Twin Bullet

Chant: —

Acquisition Condition: Usable from the start | TP Cost: 3 | Hit Count: 6

Power: 19×6

Steel frame 2×6 | Stun: 1×6 | Critical 6×6

Airborne: — | Down: —

Launch: — | Knockback: —

After a backstep, a continuous attack that fires six consecutive bullets. T
he range is long enough to reach from one end of the battle field to the other.

Special Skill Strong Bullet

Casting: —

Acquisition Requirement: Reach level 4 | TP Cost: 4 | Hit Count: 2

Power: 75×2

Copper Body 6×2 | Stun: 2×2 | Critical 20×2

Airborne: — | Down: —

Launch: — | Knockback: —

The two bullets fired consecutively are powerful and deal more damage than "Twin Bullet."
Their range reaches approximately from the center to the edge of the battle field.

Special Skill Acro Bullet

Incantation: —

Acquisition requirement: reach level 18 | TP Cost: 10 | Hit Count: 15

Power: 14×15

Bronze Body 6×15 | Stun: 1×15 | Critical 1×15

Air: ○ | Down: —

Launch: — | Knockback: —

After a vertical jump, attack the surroundings while rotating counterclo
ckwise in midair. The bullets land about one dash's distance ahead.

Special Move Bubble Bullet

Chant: — | Water

Acquisition Requirement Reach level 22 | TP Cost: 12 | Hit Count: 6

Power: 10→36×5

Steel Body 0→3×5 | Stun 0→4×5 | Critical 5→19×5

Airborne: — | Down: —

Launch: — | Knockback: —

Snipes a spot on the ground about one dash's distance ahead, generating bubbles from there to inflict
The bullets travel piercingly until they hit the ground.

Special Move Misty Ark

Incantation: —

Acquisition Requirement Reach level 30 | TP Cost: 15 | Hit count 6

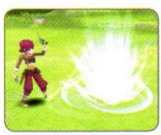
Power: 42×6

Steel Body 3×6 | Stun: 3×6 | Critical 10×6

Airborne: ○ | Down: —

Launch: — | Knockback: —

Fires six bullets in a fan from the left front to the right front. If used while pressed close to an enemy, it
(used to be same paragraph) If used while pressed close to an enemy, it is possible to make all s



Secret Technique Flip Shot

Chant: —

Learning Condition: Reach Level 9 | TP Cost: 8 | Hit Count: 2

Power: 10→170

Steel Body 30 | Stun: 14 | Critical 5→175

Airborne: — | Down: —

Launch: ○ | Knockback: —

Shoots bullets that penetrate forward at the enemy's feet, creating a whirlwind. All enemies hit
can be lifted into the air.

*Calculate "(Ilia's level − target's level) + 2 + 30", apply ability and other effects, and up to a 50% chance to stun the enemy.

・Technique Data (continued)

Secret Skill Spiral Shot

Incantation — | 風

Acquisition Requirement Reach level 27 | TP Cost 15 | Hit Count 6

Power 52×6
Steel Body 5×6 | Stun 2×6 | Critical 25×6
Airborne ○ | Down —
Launch — | Knockback —

Fires a bullet wrapped in a spiral wind. When attacking from a distance ab out one character's length away from the target, it is more likely to hit 6 times.

Secret Skill Aqua Bullet

Incantation — | 水

Acquisition Requirement Reach level 36 | TP Cost 20 | Hit Count 2

Power 10-310
Bronze Body 0-29 | Stun 0-27 | Critical 5→115
Airborne — | Down ○
Launch — | Knockback ○

Shoots a piercing bullet along the same trajectory as "Bubble Bullet." At the point of im enemies present are blown away by a water column and further knocked down.

Secret Skill: Blast Bullet

Incantation —

Learning Requirement: Reach level 38 | TP Cost 21 | Hit Count 6

Power 57×6
Steel Body 5×6 | Stun 4×6 | Critical 17×6
Airborne ○ | Down —
Launch — | Knockback —

Jump diagonally backward and fire six successive explosive rounds from the air towar The impact point lands roughly the distance of two dashes ahead.

Secret Technique: Freeze Bulle

Incantation — | 水

Learning requirement: Reach level 43 | TP Cost 22 | Hit Count 18

Power: 21×18
Copper body 2×18 | Stun 1×18 | Critical 2×18
Aerial ○ | Down —
Launch ○ | Knockback —

The attack method and range are the same as "Acro Bullet." This one fir es about twice as many projectiles and also launches enemies at the impact point into th

Secret Technique: Reflect Shot

Incantation —

Learning requirement: Reach level 48 | TP Cost 27 | Hit Count 14

Power: 24×14
Steel body 3×14 | Stun 2×14 | Critical 10×14
Airborne ○ | Down —
Launch — | Knockback —

An attack that fires bullets which ricochet repeatedly. If you want multiple hits, use it from about one dash's distance away from the target.

Secret Art Tilt Beat

Incantation —

Acquisition Requirement: Reach level 20 | TP Cost 14 | Hit Count 7

Power 190→20×6
Steel Body 32→2×6 | Stun 6→2×6 | Critical 20→10×6
Aerial — | Down —
Launch ○ | Knockback —

Follows up the enemy's launch caused by "Flip Shot" with six bullets timed to their ascen Use it at close range so that "Flip Shot" can hit.

Secret Art Fall Shooter

Incantation —

Acquisition Requirement: Reach level 32 | TP Cost 21 | Hit Count 9

Power 51×9
Copper body 6×9 | Stun 4×9 | Critical 5×9
Airborne — | Down —
Launch — | Knockback —

From a cluster of bullets launched into the sky, bullets rain down like a shower. If fired when ve , it can hit up to 9 times.

Special Move: Raging Shot

Incantation — | 風

Learn Requirement: Reach level 45 | TP Cost 27 | Hit Count 6

Power: 64×6
Steel body 7x6 | Stun 6x6 | Critical 24×6
Airborne ○ | Down —
Launch ○ | Knockback —

Fires slowly ascending wind magic projectiles forward. Upon impact they stir up the wind, dealing damage while lifting enemies into the air.

Special Move: Freeze Lancer

Incantation — | 水

Acquisition Requirement: Reach Level 50 | TP Cost 30 | Hit Count 15

Power 27×15
Bronze Body 3×15 | Stun 2×15 | Critical 10×15
Airborne ○ | Down —
Launch — | Knockback —

Generates 15 piercing ice spears and fires them forward in a single burst. Eff ective when used to hit multiple enemies lined up in front of you.

Ultimate Burst Shot

Incantation —

Acquisition Requirement: Reach Level 52 | TP Cost 31 | Hit Count 2

Power 200×2
Steel Body 26×2 | Stun 16×2 | Critical 30×2
Airborne — | Down ○
Launch — | Knockback ○

Launches bullets that explode on impact, firing them straight ahead. Enemie s hit by the attack are knocked back and downed by the blast.

Secret Art Absolute Zero

Incantation — 水

Acquisition condition: Dimensional Rift—Niegel START (P.182) to learn			TP Cost	—	Hit Count 16
Power 130x15-950					
Bronze Body —			Stun	—	Critical 4×15→40
Airborne	—	Down	—	Fires ice pillars crawling along the ground toward the front. When they hit a target, it unleashes a ba	
Launch	—	Knockback	—	freezing them solid before shattering them.	

Secret Art RV Wish

Incantation — 風

習得 Condition: Set the ability "Special"			TP Cost	—	Hit Count 9
Power 200×6→600×2→1200					
Steel Body —			Stun	—	Critical 6×6→17×2→30
Airborne	—	Down	—	Raise wind from the target ground, then transform into Inanna and attack.	
Launch	—	Knockback	—	This engulfs the targeted enemy and enemies around it.	

Strategy Prioritize keeping allies safe

Prioritize ensuring allies' safety by using recovery arts, and in between support them from a distance with normal attacks or techniques. This stance is recommended. In the early game, until other allies who can use recovery arts (such as Ricardo) join the party, focus especially on healing allies' HP.

Also, if many enemies that frequently use offensive techniques appear, use normal attacks that can reach from anywhere to try to interrupt their casting. In addition, there are many techniques with the Water or Wind attributes, so in areas where enemies weak to those attributes frequently appear, they can be expected to serve as the main offensive force.

All recovery arts only target a single ally. Be sure to choose the recipient carefully when using th

The "Search Gald" that locates gald has a long incapacitation time. Do not use it excessively.

Combos that can be aimed from mid-range

Bubble Bullet

Aqua Bullet

Fall Shooter

A combo that can be executed from a distance about one dash away. The secret art can be replaced with "Raging Shot". If you activate Over Limit before starting the combo, you can also chain a Mystic Arte after "Fall Shooter".

"Combo that attacks the target and its vicinity

Twin Palette

Reflect Shot

While disengaging from a point-blank target, attack the target and its surrounding area. If you want to increase the number of hits on the target, perform the normal attack's mid-leve

"Combo that can be chained into a Mystic Arte

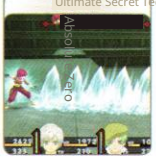
Mid-level attack x 3

Twin Palette

Aqua Bullet

Raging Shot

Ultimate Secret Technique



From a state of being pressed close to the enemy, perform a mid-level normal attack and finish with a Mystic Arte. If you activate Overlimits before starting the combo, it will be easier to connect through to the Mystic Arte. Also, even a small increase in the number of hits...

If you want to extend it, change the Mystic Arte to "Fall Shooter". Note that the Secret Artes "Absolute Zero" and "RV Wish" can be connected to it.

Ilia Animi (Ilia Animi)

Style Aim to enhance healing arts

With Abilities, you should strengthen techniques that support allies. The highest priority is improving healing effects with "Repair Share" and "Repair Plus". To be able to use them quickly, you'll also want "Speed Spell" to shorten casting time. For the G Bonus, reinforce HP and Magic Defense to increase your own durability. If you have spare AP, raising Magic Attack to strengthen offense is also good.

Setting "Burst Feint" and using it as an emergency evasion during Overlimits is also a viable tactic.

Recommended Abilities

Abilities	Explanation
○○Rise 1–3	If you also want them to perform on the offensive, equip "Aqua Rise" and "Wind Rise" to boost the power of water- and wind-element attack a
Repair Share	Set this to ensure your own safety. Also learn "Speed Item 1" and obtain the G Bonus "HP +35".
Instant Spell	By shortening cast time during Overlimits, you can quickly restore allies. It's also an option to press the advantage with offensive artes.
Repair Plus	Can enhance the effect of healing artes. If you act as the party's healer, this is an ability you should definitely equip.
Set "Speed Spell 1–2"	You can greatly shorten cast time with "Speed Spell 2". Try to earn the "Advanced Combo" title as soon as possible.

Abilities that can be Learned

● Timing when abilities become learnable

- Early stage
- Western Battlefield (P.146)
- Regnum Stalactite Cave (P.160)
- Obtain the title "Hacker" at the Shopkeeper's Mansion (P.163) (Learn "End Repair TP1" at level 29 — learning it allows other abilities within the group to be learned)
- Ashihara Royal Tomb (P.168)
- Obtain the title "Despairing Girl" at Kelm Volcano (P.179) (Learn "Magic Value" at level 44 — learning it allows other abilities within the group to be learned) Galpos Jungle (P.198)
- Obtain the title "Enjoy Girl" at Grigori Village/Ship Deck (P.202) (Learn "Heavy Shot" at level 59 — learning it allows other abilities within the group to be learned)
- Garden of Awaiting Gods 3 (P.216)
- Obtain the title "The Girl Who Waited" at Sania Village/Myus Tribe Village (P.236) (Learn "Damage Protector" at level 74 — learning it allows other abilities within the group to be learned)
- Game Clear
- From Garbos Jungle (P.198) onward, and after obtaining the title "Gunner" (At level 83, learning "Concentrate" unlocks other abilities within the group)
- After clearing the game, and after obtaining the title "Legendary Gunner" (At level 89, learning "Abise" unlocks other abilities within the group) From Ashihara Royal Tomb (p.168) onward, and after obtaining the title "Combo Intermediate" (At level 93, learning "Counter Rave" unlocks other abilities within the gr
- From Garden of Waiting for Gods (p.216) onward, and after obtaining the title "Combo Advanced" (At level 98, learning "Speed Spell 2" unlocks other abilities within the group) After clearing the game, and after obtaining the title "Combo Master" (At level 101, learning "Tokugi Plus" unlocks other abilities within the group) From Ashihara Royal Tomb (p.168) onward, and after obtaining the title "Bad Girl" (At level 1
- From Garden of Waiting for Gods ③ (p.216) onward, and after obtaining the (At level 109, learning "Special" unlocks other abilities within the group)
- After clearing the game, and after obtaining the title "Empress Who Holds H (At level 116, learning "Runner 2" unlocks other abilities within the group)

● Ability list (items in red are those recommended on the left page)

Number	Ability Name	G Bonus		AP	CP
1	Burst Blow	Magic Defense	9	30	1
2	Aqua Shield 1			30	1
3	Aqualize 1	Magic Attack	5	30	1
4	Wind Rise 1			30	1
5	Speed Item 1	HP	35	30	1
6	Repair Share			120	2
7	Capacity Up 1	—	—	20	—
8	Capacity Up 1	—	—	20	—
9	Special Skill Plus	Physical Attack	5	200	2
10	Critical			30	1
11	M Guard Up 1	TP	15	30	1
12	Wind Shield 1			30	1
13	Infinity			210	3
14	Instant Spell	Magic Attack	6	120	1
15	Spell Lucky			180	2
16	Break TP Gain	HP	64	60	2
17	Sub-Ex			360	1
18	Capacity Up 1	—	—	20	—
19	Repeat	Physical Attack	5	90	1
20	Combo Plus			150	2
21	Limit Break			160	3
22	Damage Limiter	Physical Defense	6	120	1
23	Guard Up 1			30	1
24	OVL Upper	Magic Attack	5	30	1
25	Magic Feint			60	1
26	Repair Plus			150	2
27	Rave Upper	TP	15	30	1
28	TP Save 1			120	2
29	End Repair TP1	—	—	60	2
30	Risk Magic	Magic Attack	5	120	2
31	Spell Keep			30	1
32	Heavy Attack	HP	45	90	5
33	Break HP Gain			60	2
34	Capacity Up 2	—	—	60	—
35	Critical Burst	Physical Attack	5	90	1
36	Aqua Rise 2			90	1
37	Magic Burst			150	2
38	Regist Burst	Magic Defense	12	150	1
39	Aqua Shield 2			90	3
40	Wind Shield 2			90	3
41	Runner 1	HP	120	210	2
42	Counter Repair TP			30	1
43	Speed Item 2			60	1
44	Magic Value	—	—	120	1
45	Capacity Up 2	—	—	60	—
46	Risk Resist	Magic Defense	7	120	1
47	Resist Value			120	1
48	Capacity Up 2	—	—	60	—
49	Burst Feint	Physical Defense	17	60	2
50	Defense Value			120	1
51	Guard Up 2			60	1
52	Extend	TP	48	150	2
53	Counter Strike			90	1
54	Dash Cancel			360	3
55	Counter Feint	Physical Attack	6	30	1
56	Attack Value			120	1
57	Jump Cancel			330	2
58	Aerial Jump			30	1
59	Heavy Shot	—	—	60	1

Number	Ability Name	G Bonus		AP	CP
60	End Repair HP 1	HP	230	60	2
61	Lost Repair HP			90	3
62	Lost Defense			90	1
63	Capacity Up 3	—	—	240	—
64	Capacity Up 3	—	—	240	—
65	Aqua Rise 3	TP	21	150	2
66	Wind Rise 3			150	2
67	Risk Defense			120	1
68	Defense Custom	Physical Defense	17	150	3
69	Speed Item 3			90	1
70	Resist Custom	Magic Defense	34	150	3
71	Aqua Shield 3			150	5
72	Wind Shield 3			150	5
73	M Guard Up 3			90	2
74	Damage Protector	—	—	210	3
75	Attack Custom	Magic Defense	15	150	3
76	End OVL Gain			60	1
77	Counter Repair HP	HP	50	30	1
78	End Repair HP 2			120	3
79	Capacity Up 4	—	—	999	—
80	Capacity Up 4	—	—	999	—
81	Get Angry	Magic Attack	25	340	2
82	Ex Cancel			30	1
83	Concentrate	—	—	410	4
84	Attack Burst	Physical Attack	5	150	2
85	Higi Plus			280	3
86	Magic Custom	Magic Attack	14	150	3
87	Defense Burst			150	1
88	Lost Repair TP			90	3
89	Abyss	—	—	340	2
90	Damage	HP	200	400	1
91	Quarter Damage			320	1
92	Half Damage			240	1
93	Counter Rave	—	—	30	1
94	Overdrive	Magic Attack	6	90	4
95	Wind Rise 2			90	1
96	Invalid Magic	Magic Defense	5	60	1
97	M Guard Up 2			60	1
98	Speed Spell 2	—	—	180	2
99	Ougi Plus	Physical Attack	11	440	4
100	Route Break			90	2
101	Special Skill Plus	—	—	200	2
102	Higi Plus	Physical Attack	20	280	3
103	Ougi Plus			440	4
104	End Repair TP2	—	—	120	3
105	TP Save 2	TP	18	220	4
106	Lost Magic			90	1
107	Speed Spell 1	Magic Attack	6	90	1
108	Lost Resist			90	1
109	Special	—	—	30	1
110	All Erase	Physical Defense	19	300	4
111	Guard Up 3			90	2
112	Burst Absorb	Art/Spell Attack	15	120	3
113	Luck Custom			150	1
114	TP Save 3	TP	30	320	6
115	End Repair TP 3			180	3
116	Runner 2	—	—	960	7
117	Capacity Up 4	—	—	999	—
118	Capacity Up 4	—	—	999	—
119	Capacity Up 4	—	—	999	—

Spada Belforma

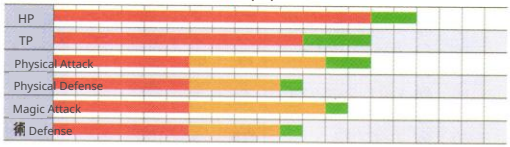
Spada Belforma

The attacker specializes in quick strikes with dual swords. An attacker whose selling point is r apid attacks with dual blades. Although there are n o outstanding stats, HP, TP, physical attack, and ph ysical defense are higher than average, providing t he abilities needed for an attacker. However, none of these are sufficient on their own, so it's desirabl e to boost overall stats with titles such as "King" or "Perverted Great Demon King."

Level-based status data

LV	LV4	LV10	LV20	LV30	LV40	LV50	LV100	LV150	LV200
HP	375	607	993	1379	1765	2151	4069	5429	6789
TP	37	60	99	138	176	215	406	481	556
Physical Attack	25	36	54	72	90	108	197	257	317
Physical Defense	12	28	45	62	79	96	180	240	300
Magic Attack	20	30	46	62	78	94	173	228	283
Magic Defense	21	31	48	65	82	99	183	238	293

Status Balance Status (Equipment G Bonus)



• Title Data

Title Name	Acquisition Conditions	HP	TP	Physical Attack	Physical Defense	Magic Attack	Mag
Combo Beginner	Achieve 10 or more combos during battle	—	10	—	—	—	—	—
Combo Intermediate	Achieve 30 or more combos during battle	—	20	—	—	—	—	—
Combo Advanced	Achieve 60 or more combos during battle	—	30	—	—	—	—	—
Combo Master	Achieve 100 or more combos during battle	—	40	—	—	—	—	—
Berserk	Defeated in battle 250 times or more on "Unknown" difficulty	—	—	25	—	25	—	—
Young Knight	Reached level 10	100	5	—	—	—	—	—
Knight	Reached level 30	200	10	—	—	—	—	—
Veteran Knight	Reached level 60	300	15	—	—	—	—	—
Paladin	Reached level 100	400	20	—	—	—	—	—
King	Win the singles match at the Arena (p.286)	—	—	10	10	10	10	—
Delinquent Boy	Initial	—	—	—	—	—	—	—
Reincarnated Wielder of the Holy Sword	Reign up Bass / Reincarnate Research Institute 2 (P.144)	—	—	5	—	—	—	—
Young Master	Holy Capital Naos ② (P.150)	—	—	—	—	5	—	—
Matchmaker of Love's Future	Naos Base ⑩ (P.154)	—	—	—	5	—	—	—
Former Owner of the Hideout	Naos Base (P.155)	—	—	—	—	—	5	—
Truant	Shopkeeper's Mansion 6 (P.163)	—	—	10	—	—	—	—
Sham Coin	Eastern Country Ashihara (P.166)	—	—	—	—	10	—	—
Son of Vulcan	Kelm Volcano (P.179)	—	—	—	—	10	—	—
Lecherous Noble	Kelm Volcano (P.179)	—	—	—	10	—	—	—
Strange Hat	Battleship Ravendor (P.189)	—	—	—	—	—	10	—
Thoughtful Companion	Grigori Village / Ship Deck ③ (P.202)	—	—	—	—	—	—	+2
Believing Boy	Sania Village / Myus Tribe Village (P.236)	—	—	10	10	—	—	—
Rock-Paper-Scissors Master	Clear Sub Event 006 (P.261)	100	—	—	—	—	—	—
Noble Full of Dignity	Clear Sub Event 022 (P.263)	100	10	—	—	—	—	—
Button-Mashing Master	Clear Sub Event 039 (P.265)	250	—	—	—	—	—	—
Great Pervert Demon Lord	Clear Sub-event 056 (P.266)	—	—	5	5	5	5	—
Great Thief of the Street Corner	Clear Sub-event 061 (P.267)	—	20	5	—	—	—	—
Membership Number 0002	Clear Sub-event 064 (P.267)	—	50	—	—	—	—	—
Free-spirited Noble	Clear Sub-event 090 (P.270)	450	—	—	—	—	—	—
Stone-Collecting Master	Clear Sub-event 097 (P.271)	—	30	—	—	—	5	—
Lost Hat	Clear Sub-event 109 (P.272)	550	—	—	−5	—	—	—
The Holy Sword That Leads to the End	Clear Sub-event 137 (P.276)	300	—	15	—	—	—	—
Delinquent Cook	Clear Sub-event 173 (P.281)	—	30	—	—	—	—	+3
—	—	—	—	—	—	—	—	—

Normal Attack & Guard Counter — Pay attention to the reach and attack range of low attacks

Most of the normal attacks you can perform on the ground, even when chained, do not advance much and their attack range is only to the front. However, Low Attack 1 has an attack range that fans out forward and has long reach, making it excellent. Use this low attack when the distance to the enemy is slightly open or when there are multiple enemies in front. Note that ground guard counters launch the enemy, allowing you to follow up with aerial combos.

You can aim for an aerial combo. Even after a successful hit, you can follow up with normal attacks to achieve an aerial guard counter.

Normal Attacks & Guard Counter Data

Mid-level Attack 1 ()
Power 100 Stun 2
Steel Body 10 Crit 100

Middle Down Attack 2 (Wood)
Power 100 Stun 2
Bronze Body 10 Crit 100

Lower Attack 1 (↓ +)
Power 100 Ki 2
Bronze Body 10 Crit 100

Lower Attack 2 ( )
Power 100 Stun 2
Steel Body 10 Crit 100

Upper-level Attack 1 (+)
Power 100 Stun 2
Steel Body 10 Crit 100

Upper-level Attack 2 (+)
Power 100 Stun 2
Bronze Body 10 Crit 100

Air Attack 1 (Jump+)
Power 100 Stun 2
Bronze Body 10 Crit 100

Air Attack 2 (Jump+)
Power 100 Stun 2
Bronze Body 10 Crit 100

Freerun Attack (Freerun+)
Power 100 Stun 2
Bronze Body 10 Crit 100

Guard Counter
Power 150+150 Stun 10+10
Steel Body 15+15 Crit 50+50

Air Guard Counter
Power 300 Stun 20
Bronze body 30 Claw 100

Arts/Skills — The large number of moves and strong charging power stand out

Most techniques hit multiple times, and many are characterized by taking a large forward step before striking. Moreover, because they come out quickly, most can be used in combos. About half of the techniques have elemental attributes, with the majority being Wind or Lightning. Some Lightning techniques involve stepping in, while Wind techniques are mostly performed from a stationary position, attacking forward or around the user. Use them according to enemy weaknesses and, of course, spacing.

Among the techniques with elemental attributes, those "Shimetsu
metsu
Shō" is the only one with the Earth attribute.

Basic Art Lightning

Incantation 1 second

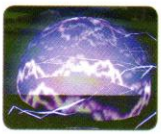
Acquisition Condition: Reach level 6 | TP Cost 9 | Hit Count 1

Power 150

Steel Body 12 | Stun 43 | Critical 180

Airborne — | Down — | Launch — | Knockback —

Summons a bolt of lightning from above the target to deal damage. Among the beginner offensive arts, it inflicts the highest stun value.



Intermediate Art Spark Web

Casting time 2 seconds

Acquisition Requirement Reach level 22 | TP Cost 16 | Hit Count 5

Power 74×5

Copper Body 6×5 | Stun 11×5 | Critical 44×5

Aerial — | Down — | Launch — | Knockback —

Attack with lightning that spreads spherically centered on the target. During the cast, and switch the target to the one that will include the largest number of enemies.

Advanced Art Thunder Blade

Casting 3.8 sec

Learning Requirement: Reach level 40 | TP Cost 39 | Hit Count 8

Power 207→69×7

Steel Body 20→4×7 | Stun 25→6×7 | Critical 90→30×7

Airborne — | Down — | Launch — | Knockback —

Pierces the target with a sword-shaped bolt of lightning, then attacks enemies within the Extremely effective against groups of enemies weak to the lightning element.

Special Skill

Incantation —

Acquisition Condition Usable from the start | TP Cost 3 | Hit Count 1

Power 110

Steel Body 9 | Stun 4 | Critical 140

Airborne — | Down — | Launch — | Knockback —

After charging forward, slice the opponent with weapons in both hands. The range is about Among techniques usable from the early stages, this one has a relatively high critical rate.

Hana Kogahazan

Incantation —

Acquisition Condition: Usable from the start | TP Cost 3 | Hit Count 2

Power 48→72

Bronze Body 5-2 | Stun 2→4 | Critical 40→60

Airborne ○ | Down — | Launch — | Knockback —

Available from the moment they join the party, this is a 2-hit move of an upward slash followed by a downward slash. Use it to build up hit count, chaining it from

Technique: Visual Impact Reduction

Incantation —

Acquisition Condition: Usable from the start | TP Cost 2 | Hit Count 1

Power 90 / 20% chance to lower the target's physical defense for 30 seconds

Steel Body 9 Stun 8 | Critical 120

Airborne — | Down — | Launch — | Knockback —

A technique that weakens opponents with the dust kicked up when you stomp the ground. It deals damage to hit targets and inflicts the physical defense-lowerin

Soil-Pressing Scattered Sand Rain

Incantation —

Learning Requirement: Reach Level 8 | TP Cost 6 | Hit Count 5

Power 18×4→48

Steel Body 2×4→3 | Stun 1×4→4 | Critical 24×4→64

Aerial — | Down — | Launch — | Knockback —

A rapid series of thrusts with the sword. Because it has many hits and is easy to use, it's good to include in combos when you want to increase the number of hits

Mea (San) Thund

Incantation —

Learning Requirement: Reach Level 10 | TP Cost 7 | Hit Count 2

Power 65×2

Steel Body 5×2 | Stun 6×2 | Critical 50×2

Airborne — | Down — | Launch — | Knockback —

While advancing, strike consecutively from right to left with a lightning-charged sword. Incorporate this into your combo when facing enemies weak to lightning属性.

Skill: Whirl Assault

Incantation —

Learning Requirement: Reach Level 12 | TP Cost 8 | Hit Count 2

Power 70×2

Bronze Body 10×2 | Stun 2×2 | Critical 30×2

Airborne — | Down — | Launch — | Knockback —

Stepping forward and slashing twice in succession. Has a range about equal to one da and, among special moves, boasts a high armor-piercing value.

Special Technique: Sky-Break Pursuit Blade

Incantation —

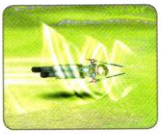
Acquisition Requirement: Reach level 20 | TP Cost 10 | Hit Count 2

Power 100→70

Bronze Body 9→4 | Stun 6→5 | Critical 62→42

Airborne — | Down — | Launch — | Knockback —

A two-hit combo that follows a jumping slash with a spinning slash. The first strike has the sa range as "Sen-suizan" (旋襲斬), and the second strike steps in to extend the reach further.



特技 • Ryūjin-sen

Incantation —

Learning condition: Reach level 26 | TP Cost 13 | Hit Count 2

Power 60→140

Copper body 5-10 | Stun 3→8 | Critical 42→98

Airborne ○ | Down — | Launch — | Knockback —

Thrusts the sword forward and charges at low altitude, slicing enemies. D amage is dealt to enemies both during the charge and at the moment of the slash.

Special: Rending

Incantation — | 風

Acquisition Requirement: Reach level 32 | TP Cost 14 | Hit Count 5

Power 44×5

Copper Body 3×5 | Stun 3×5 | Critical 20×5

Airborne — | Down — | Launch ○ | Knockback —

Slice enemies with a tornado generated around yourself. It launches enemies high into the air, so use it as a starting point for aerial combos.

特技 ● Sekiga Blast

Incantation —

Acquisition condition: Reach level 38 | TP Cost 18 | Hit Count 4

Power 40×3→120

Steel Body 3x3-8 | Stun 3×3→7 | Critical 16×3→50

Airborne — | Down — | Launch — | Knockback —

A four-hit consecutive attack that slashes forward with two swords, boasting high power among It is recommended to include this in damage-focused combos.

秘技 Beast Claw Slash

Incantation —

Acquisition Condition: Reach level 6 | TP Cost 4 | Hit Count 3

Power 55→55→110

Steel Body 5-5-10 | Stun 2→2→3 | Critical 15→15→30

Airborne — | Down — | Launch — | Knockback —

A three-hit advance that slices with the sword: “Shunjinken,” “Kogahazan,” “Shimetsu-shō.” Chain into this secret technique from moves such as those to execute a combo.

Skill Swift Thunder Flash

Link Chant — | 雷

Acquisition Condition: Reach Level 14 | TP Cost 8 | Hit Count 4

Power 52×4

Steel Body 5x4 | Stun 4×4 | Critical 35×4

Airborne — | Down — | Launch — | Knockback —

Unleashes penetrating lightning forward four times. Its reach is about one dash. For enemies weak to the Lightning attribute, it is effective to follow up this secret tech

Tax excluded Flash-

Incantation — | 風

Acquisition requirement: reach level 18 | TP Cost 10 | Hit Count 6

Power 41×6

Steel Body 4×6 | Stun 2×6 | Critical 14×6

Airborne ○ | Down — | Launch ○ | Knockback —

Ascends while surrounding itself with a tornado, inflicting consecutive d amage and launching enemies into the air. It is recommended to use this to follow up on enem

Secr Technique Tiger Fang Combo

Incantation —

Acquisition Condition: Reach Level 24 | TP Cost 14 | Hit Count 4

Power 53×3→111

Bronze Body 5×3→10 | Stun 3×3→5 | Critical 20×3→40

Airborne ○ | Down ○ | Launch — | Knockback —

While leaping, performs an upward slash followed by a downward slash in quick succession. The final downward slash slams the enemy into the ground, causing them to fall

Skill Wind Thru

Incantation — | 風

Acquisition Requirement: Reach level 28 | TP Cost 15 | Hit Count 1

Power 290

Bronze Body 36 | Stun 16 | Critical 40

Airborne — | Down — | Launch ○ | Knockback —

Strikes the ground with a wind-imbued sword to create a shockwave. T he move has a relatively slow startup, but it can be chained from normal attacks and special tec

秘技 Rotating Blade

Incantation —

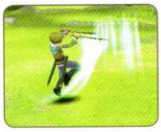
Acquisition Requirement Reach level 30 | TP Cost 12 | Hit Count 3

Power 87×3

Copper body 8×3 | Stun 6×3 | Critical 40x3

Airborne ○ | Down — | Launch ○ | Knockback —

With a spinning slash from a small jump, it has the effect of drawing the target closer. From he Connect into area-of-effect mystic arts such as "Sky Impact Rupture" and "Beast Roar Thunder



秘技 ● Double S

Incantation —

Acquisition condition: Reach level 36 | TP Cost 19 | Hit Count 4

Power 90→70×3

Bronze Body 12→5×3 | Stun 6→4×3 | Critical 30→24×3

Airborne — | Down — | Launch ○ | Knockback —

Two consecutive upward slashing attacks. They lift the enemy high while rising, so from here yo Choose the exclusive skill you equip so that it can be activated while airborne.

秘技 Qiushayu — Incantation —

Learning Requirement: Reach level 40 | TP Cost 12 | Hit Count 9

Power 22×8→127

Steel Body 2×8→12 | Stun 2×8→3 | Critical 11×8→52

Airborne — | Down — | Launch — | Knockback —

An attack centered on High-Speed Thrusts, boasting the highest hit cou nt among the secret techniques. Recommended to incorporate into combos that emphas

Secret Technique: Claw — Incantation —

Acquisition Requirement: Reach level 42 | TP Cost 22 | Hit Count 4

Power 34×2→157→95

Steel Body 3×2→14→8 | Stun 2×2→10→7 | Critical 10×2→50→30

Airborne — | Down — | Launch — | Knockback —

Connects a three-hit forward slash performed while advancing to a roundhouse kick. The The third strike is a slash and the fourth is a roundhouse kick; the fourth attack, however

秘技 Claw Lightning Slash — Incantation — 雷

Acquisition condition: Reach level 48 | TP Cost 25 | Hit Count 2

Power 140→210

Armor 10–16 | Stun 9–13 | Critical 40→60

Airborne ○ | Down ○ | Launch — | Knockback —

A series of slashes with an electrified sword that knocks the enemy dow n on the second hit. As a higher-tier version of "Swift Lightning Slash", use this against en

Secret Skill: Sudden Rain Twin Break Slash — Incantation —

Learning Requirement: Reach level 16 | TP Cost 10 | Hit Count 6

Power 20x4–95–145

Bronze Body 4–8–13 | Stun 1×4→4→5 | Critical 7×4→29→43

Airborne — | Down — | Launch — | Knockback —

Secret Art that links from "Sansayu" to "Kogahazakiri". "Sansayu" has on e less hit than special techniques, but the total number of strikes is greater. Once learned

奥義 Air-Break Special Attack Projectile — Incantation —

Acquisition Requirement Reach level 22 | TP Cost 14 | Hit Count 1

Power 350

Steel Body 36 | Stun 12 | Critical: 80

Airborne ○ | Down — | Launch — | Knockback —

An attack where crossed swords are raised and a charging thrust is perf ormed. If used on the ground, the attack rises while moving; if used in the air, the attack

奥義 Beast Claw Instant Fang — Incantation —

Acquisition requirement: Reach level 34 | TP Cost 19 | Hit Count 9

Power 37×6→52×3

Steel Body 4×6→5×3 | Stun 1×6→3×3 | Critical: 6×6→8×3

Airborne — | Down — | Launch — | Knockback —

A nine-hit attack that slices enemies while steadily advancing forward. The attack hitbox extends to the tips of the claw effects that appear during the attack, giving it a

Secret Art: Flash Sky Ri — Incantation — 風

Acquisition condition: Reach level 44 | TP Cost 26 | Hit Count 10

Power 30×9→110

Steel Body 3×9→12 | Stun 2×9→8 | Critical: 9×9→19

Airborne ○ | Down ○ | Launch ○ | Knockback —

Has a similar attack range and effects to "Senkū Reppa" (Flash-Sky Rending); this one rise Additionally, the final strike slams the enemy down, causing a knockdown.

Inner Rift Wind Thrust — Incantation — 風

Acquisition requirement: Reach level 46 | TP Cost 28 | Hit Count 7

Power 50×6→90

Steel Body 5×6→9 | Fainting 3×6→9 | Critical 11×6→34

Airborne — | Down — | Launch ○ | Knockback —

Creates a gust of wind that pulls targets toward the front and links into the secret technic . After a hit, it knocks enemies back slightly.

Special Technique: E — Incantation — 雷

Acquisition Requirement: Reach Level 50 | TP Cost 30 | Hit Count 8

Power 48×8

Bronze Body 6×8 | Stun 3×8 | Critical 15×8

Airborne ○ | Down — | Launch — | Knockback —

This attack discharges electricity from the user to strike surrounding enemies, and is chara Use it by charging into areas where enemies weak to Lightning are clustered.

Special Technique: Raiji — Incantation — 雷

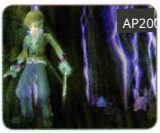
Learning requirement: Reach level 53 | TP Cost 32 | Hit Count 5

Power 65×4→155

Bronze body 7×4→14 | Stun 4×4→9 | Critical 15×4→40

Airborne — | Down — | Launch — | Knockback —

Thrusts a charged sword forward and then slashes. It is more powerful than the Lightn and has a longer reach to the front.



AP200 Mystic Arte Beast Emperor

Acquisition condition	Inherited at Otherworld Rift - Nigel START (P.182)	TP Cost	—	Hit Count	2
Power	1240 1510				
Steel Body	—	Kien (Spirit Energy)		Critical 45 55	
Airborne	—	Down	—	Triggers when an attack after a jump hits. Spada dashes freely in all directions, damaging every enemy he touches there, and finally calls down lightning over a wide area.	
Launch	—	Knockback	—		

Incantation —

Mystic Arte Kanzaki Flash Slash

習得 Condition: Equip the ability "Special"		TP Cost	—	Hit Count	16
Power	200→110→200→120→300→110×2→200→100×4→150×2→500→1500				
Steel Body	—	Stun	—	Critical 5×14→10→20	
Airborne	—	Down	—	If the charging attack with about the reach of two dashes hits, it triggers a consecutive attack and Spada transforms into Durandal. He then delivers a final, ultimate stri	
Launch	○	Knockback	○		

Incantation —

Strategy Dodge enemy attacks and aim for combos

Skilled more in techniques than in arts, he should quickly close in on enemies and attack. However, since his physical defense isn't as high as Luka or Elmina's, recklessly charging is dangerous. Use freerun to evade enemy attacks to close the distance, then counterattack with a freerun strike. "Shunjinken" Jinraisen

Assault-type techniques like "Ryujinsen," which can charge in from about the distance of a single dash, are also useful as a means to bring the fight to close quarters. Additionally, if the range is such that a low attack 1 just barely won't hit, you can use the special skill "Kaisenjin" to pull the enemy in and then follow up with a mystic/art. Sansayu 11 Hit 5888 Damage

"Gorei Blade" → The lightning-element combo that connects to "Swift Thunder Flash" can be used starting at level 14.

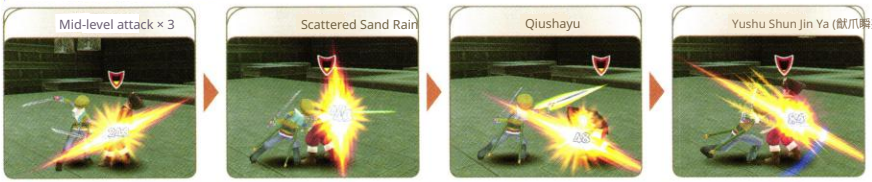
"Sansa Rain," learned at level 8, has many hits and can be used as a main special technique.

Wind-element combo that connects to a Secret Art

Mid-level attack ×3
Rending Sky
Flash Sky Rending Strike
Flash Sky Rending Strike
Flash Sky Piercing Rending Strike
Mystic Arte

From a close range where mid-level attacks can hit, perform a 3-hit combo with wind attribute techniques. Inflict damage while soaring high into the air, and finally slam them down to the ground. If Over Limit is available, it is also possible to further pursue downed enemies with Mystic Artes. Note that slamming down only affects enemies in front, but the attacks up to that point can involve enemies around you.

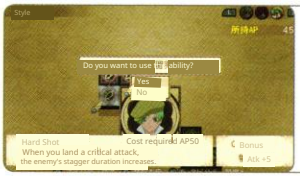
Combo emphasizing number of hits


Mid-level attack × 3
Scattered Sand Rain
Qiushayu
Yushu Shun Jin Ya (獣爪瞬刃牙)

If you chase the enemy to the edge of the battle field after "Jujou Shun Jin Ya (獣爪瞬刃牙)" you can activate Over Limit and repeat the same combo. Even if you can't chase them to the edge, you can connect "Shunjinken (瞬迅剣)" to "Akisame (秋沙雨)" → "Jujou Shun Jin Ya (獣爪瞬刃牙)". Also, if you set the ability "Special", you can link to the Mystic Arte "Shinretsu Senko Zan (神裂閃光斬)" after "Jujou Shun Jin Ya (獣爪瞬刃牙)".

Acquire from style technique-related abilities

Start by learning abilities that make it easier to chain techniques. If you equip the ones introduced on the right, the number of times you can use techniques increases, and during Over Limit you can repeatedly use techniques without consuming TP. In addition, abilities that enhance the effects of linked techniques are desirable—such as "Attack Feint" to make it easier to stun enemies, and "OVL Upper" to help build the Over Limit gauge.

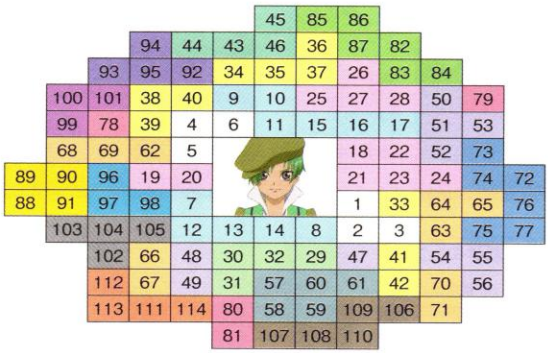


G bonuses are stats other than magical attack; choose from the ones that are easiest to obtain.

Recommended Abilities

Abilities	Explanation
Limit Break	Ideal for sparda that can easily incorporate many techniques into combos. Set it together with "Infinity" to reduce TP consumption to 0.
○○ Plus	When unlocking the western battlefield, you should learn "Combo Plus" and "Special Skill Plus." Also learn "Limit Break" to
Infinity	obtain a G bonus. You'll want to set it together with "Limit Break." If you lack CP, another option is to only set it when using Over Limits.
Repeat	If set together with "○○ Plus", you can repeatedly use the same skill. Recommended when you want to increase the number of
TP Save 1~3	Set this so TP is conserved when using skills. "TP Save 3" requires a larger amount of CP, so it's fine to set it when you have spare points.

Abilities that can be Learned



■When abilities become learnable

- Early stage
- Western Battlefield 6 (P.146)
- Regnum Stalactite Cave (P.160)
- Obtain the title "Peddler" at the shop owner's mansion (P.163) (29 By learning "TP Save 1", other abilities within the group can be learned)
- Ashihara Royal Tomb (P.168)
- Obtain the title "Perverted Noble" at Kelm Volcano (P.179) (43 By learning "Overdrive", other abilities within the group can be learned)
- Galpos Jungle (P.198)
- Obtain the title "Caring Companion" at Grigori Village/Ship Deck (P.202) (57 By learning "Lost Defense", other abilities within the group can be learned)
- Garden of Waiting for Gods 3 (P.216)
- Obtain the title "Believing Boy" at Sania Village/Myus Tribe Village (P.230) (72 By learning "Burst Absorb", other abilities within the group can be learned)
- Game Clear
- After Galpos Jungle (P.198), obtain the title "Knight" (82 By learning "Counter Repair TP", other abilities within the group can be learned)
- After clearing the game, obtain the title "Paladin" (88 By learning "Appease", other abilities within the group can be learned) After Ashihara Royal Tomb (P.168), obtain the title "Combo Intermediate" (92 By learning "Root Break", other abilities within the group can be learned) After Garden of Waiting for Gods (P.216), obtain the title "Combo Advanced" (96 By learning "TP Save 3", other abilities within the group can be learned) After clearing the game, obtain the title "Combo Master" (99 By learning "Higiplas", other abilities within the group can be learned) After Ashihara Royal Tomb (P.168), obtain the title "Great Street Thief" (102 By learning "Burst Feint", other abilities within the group
- After Garden of Waiting for Gods ③ (P.216), obtain the title "Holy Sword Leading" (106 By learning "Special", other abilities within the group can be learned)
- After clearing the game, obtain the title "Champion" (111 By learning "Runner 2" can be learned)

Spada Belforma

■ Ability List (Items highlighted in red are recommended on the left page)

Number	Ability Name	G Bonus		AP	CP
1	Burst Blow	Magic Defense	6	30	1
2	Thunder Shield 1			30	1
3	Sub Ex			360	1
4	Thunder Rise 1	Physical Attack	5	30	1
5	Hard Shot			30	1
6	Critical			30	1
7	Capacity Up 1	—	—	20	—
8	Capacity Up 1			20	—
9	1 Limit Break	HP	100	160	3
10	Combo Plus			150	2
11	Special Skill Plus			200	2
12	Attack Feint	Magic Attack	7	60	1
13	? Feint Up			30	1
14	? Instant Spell			120	1
15	Guard Up 1	Physical Defense	8	30	1
16	OVL Upper			30	1
17	<Speed Item 1			30	1
18	Capacity Up 1	—	—	20	—
19	Infinity	TP	24	210	3
20	Repeat			90	1
21	Attack Value	Magic Defense	5	120	1
22	M Guard Up 1			30	1
23	Damage Limiter			120	1
24	Lucky Avoid			120	1
25	< Rave Upper	HP	50	30	1
26	End Repair HP1			60	2
27	Break HP Gain			60	2
28	> Runner 1			210	2
29	? TP Save 1	—	—	120	2
30	Special Skill Plus	Physical Attack	5	200	2
31	Break TP Gain			60	2
32	Dash Cancel			360	3
33	Capacity Up 2	—	—	60	—
34	Critical Burst	Magic Defense	10	90	1
35	Lost Attack			90	1
36	Counter Strike			90	1
37	Higi Plus			280	3
38	Counter Feint	Magic Attack	13	30	1
39	Thunder Rise 2			90	1
40	<Jump Cancel			330	2
41	1. Thunder Shield 2	Physical Defense	5	90	3
42	Aerial Jump			30	1
43	1 Overdrive	—	—	90	4
44	Capacity Up 2	—	—	60	—
45	2 Down 1	Physical Attack	6	60	2
46	Attack Burst			150	2
47	Capacity Up 2	—	—	60	—
48	1 Magic Burst	TP	30	150	2
49	Speed Item 2			60	1
50	Q1 Defense Burst	Physical Defense	12	150	1
51	Risk Attack			120	2
52	Guard Up 2			60	1
53	End OVL Gain			60	1
54	M Guard Up 2			60	1
55	? Regist Burst	HP	200	150	1
56	Feint Guard			150	2

Number	Ability Name	G Bonus		AP	CP
57	Lost Defense	—	—	90	1
58	End Repair TP1	TP	30	60	2
59	Lost Repair TP			90	3
60	? TP Save 2	Magic Attack	8	220	4
61	Lost Resist			90	1
62	Capacity Up 3	—	—	240	—
63	Capacity Up 3	—	—	240	—
64	1 Damage Protector	Physical Defense	23	210	3
65	Risk Defense			120	1
66	Thunder Rise 3	Art/Technique Attack	10	150	2
67	Magic Custom			150	3
68	Attack Custom	Physical Attack	7	150	3
69	Guard Up 3			90	2
70	Thunder Shield 3	Magic Defense	19	150	5
71	Risk Resist			120	1
72	Burst Absorb	—	—	120	3
73	Defense Custom	Physical Defense	20	150	3
74	Enduro			480	9
75	Resist Custom	Magic Defense	23	150	3
76	M Guard Up 3			90	2
77	<Speed Item 3			90	1
78	Capacity Up 4	—	—	999	—
79	Capacity Up 4	—	—	999	—
80	Get Angry	HP	226	340	2
81	Ex Cancel			30	1
82	Counter Repair TP	—	—	30	1
83	+ Defense Value	Physical Defense	6	120	1
84	Counter Repair HP			30	1
85	+ Resist Value			120	1
86	End Repair HP 2	Magic Defense	7	120	3
87	Lost Repair HP			90	3
88	Abyss	—	—	340	2
89	? Damage	Magic Attack	32	400	1
90	Quarter Damage			320	1
91	? Half Damage			240	1
92	Route Break	—	—	90	2
93	Counter Rave	Physical Attack	5	30	1
94	Heavy Shot			60	1
95	Heavy Attack			90	5
96	TP Save 3	—	—	320	6
97	Ougi Plus	Physical Attack	19	440	4
98	Luck Custom			150	1
99	Higi Plus	—	—	280	3
100	Ougi Plus	Physical Attack	20	440	4
101	Destroy			160	3
102	Burst Feint	—	—	60	2
103	Invalid Attack	Physical Attack	11	60	1
104	Magic Value			120	1
105	Extend			150	2
106	Special	—	—	30	1
107	All Erase	HP	266	300	4
108	End Repair HP 3			180	3
109	Combo Plus	TP	42	150	2
110	End Repair TP2			120	3
111	Runner 2	—	—	960	7
112	Capacity Up 4	—	—	999	—
113	Capacity Up 4	—	—	999	—
114	Capacity Up 4	—	—	999	—

Ange Serena

Ange Serena

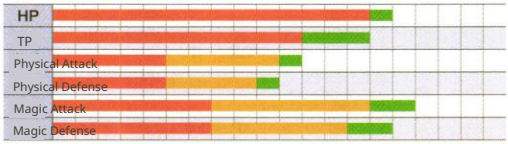
The stats are specialized in mystic arts

Both Magic Attack and Magic Defense are top-class, and she learns a wide variety of healing arts. That makes her seem suited for rear support, but her dagger-based melee attacks are also convenient to use. The stats required vary depending on how she is played in battle; if you want her to perform as an attacker, it is essential to boost Physical Attack and Physical Defense through equipment and titles.

Level-based status data

LV	LV13	LV20	LV30	LV40	LV50	LV100	LV150	LV200
HP	748	1028	1427	1826	2225	4207	5602	6997
TP	68	93	129	165	200	376	451	526
Physical Attack	29	39	54	69	84	158	203	248
Physical Defense	25	35	50	65	80	155	205	255
Magic Attack	46	60	80	100	120	219	284	349
Magic Defense	49	65	84	105	126	230	300	370

Status balance (status Equipment G Bonus)



• Title Data

Title Name	Acquisition Conditions	HP	TP	Physical Attack	Physical Defense	Magic Attack	Magic
Combo Beginner	Achieve 10 or more combos during battle	–	10	–	–	–	–	–
Combo Intermediate	Achieve 30 or more combos during battle	–	20	–	–	–	–	–
Combo Advanced	Achieve 60 or more combos during battle	–	30	–	–	–	–	–
Combo Master	Achieve 100 or more combos during battle	–	40	–	–	–	–	–
Berserk	Defeated in battle 250 times or more on "Unknown" difficulty	–	–	25	–	25	–	–
Nun	Reached level 10	100	5	–	–	–	–	–
Priest	Reached level 30	200	10	–	–	–	–	–
Bishop	Reached level 60	300	15	–	–	–	–	–
Archbishop	Reached level 100	400	20	–	–	–	–	–
Great Deed	Win the Arena single match (p.286)	–	–	10	10	10	10	–
Saint	Early stage	–	–	–	–	–	–	–
Reincarnation of the Wise General	Early stage	–	–	–	–	5	–	–
Stubborn Employer	Naos Base 10 (P.155)	–	–	–	–	–	5	–
The Woman Who Delivered the Final Stalactite	Regnum Stalactite Cave 8 (P.160)	–	–	–	5	–	–	–
The Woman Who Sees Through Everything	Shop Keeper's Mansion (P.163)	–	–	5	–	–	–	–
Realist	Western Country Garam (P.178)	–	–	–	–	10	–	–
It's pointless to hide, Woman — Kelm Volcano (P.179)		–	–	–	–	–	10	–
Sly Woman	Grigori Village / Ship Deck (P.202)	–	–	–	10	–	–	–
The One Who Bears	Remles Marsh / Supply Base Tote 2 (P.206)	–	–	10	–	–	–	–
The Welcoming Woman	Sania Village / Myus Tribe Village (P.236)	–	–	–	–	10	10	–
Scolding Maid	Clear Sub-Event 027 (P.263)	100	10	–	–	–	–	–
Angel on the Sand	Clear Sub-Event 056 (P.266)	–	–	5	5	5	5	–
Membership Number 0003	Clear Sub-Event 064 (P.267)	–	50	–	–	–	–	–
Yamato Nadeshiko	Clear Sub-Event 071 (P.268)	250	–	–	–	–	–	–
Free-spirited Woman	Clear Subevent 090 (P.270)	–	20	–	5	–	–	–
One Who Discerns Authenticity	Clear Subevent 091 (P.270)	400	–	–	–	–	–	–
Himmel's Tutor	Clear Subevent 132 (P.275)	300	–	–	–	–	15	–
Gluttony Contest Champion	Clear Subevent 144 (P.277)	650	–	–	–	–	–	–
God of Food	Clear Subevent 149 (P.277)	–	20	–	–	5	5	–
Heavy Drinker	Clear Subevent 154 (P.278)	–	–	20	–	–10	–	–
Ball's Belle	Clear Subevent 155 (P.278)	–	20	–	–	10	–	–
Beloved by Glasses	Clear Subevent 156 (P.278)	–	–	–	–	–	–	+2
Seeker of Flavors	Clear Subevent 173 (P.281)	–	30	–	–	–	–	+3
–	–	–	–	–	–	–	–	–

Use normal attacks & guard counters focused on mid-level attacks

Normal attacks that slice the dagger sharply all have quick startup but lack reach. If you chain three overhead attacks that launch enemies, the third hit may miss and whiff against some foes. The mid-level attack, which lunges forward while thrusting the dagger, has noticeably longer reach, so use it as a starting point for offense. By the way, the aerial guard counter has an enemy-launching effect.

You can attack enemies located in the area to your right. The free-run attack targets the frontland

- Normal Attack & Guard Counter Data

Arts/Skills — Rich in healing arts and light-attribute offensive arts

Her characteristic is mastering a wide variety of healing arts. Only Anju can learn "Resurrection," which greatly restores the HP of all allies, and "Anti-Magic," which cures status ailments and transformations all at once. On the offensive side, she has as many as nine light-elemental techniques. Many enemies are weak to light, so there will likely be many situations where she can shine. Her techniques include ones suited for attackers and even tricky moves that dash through the air along a Z-shaped trajectory.

Success of "Rover Item"
To increase the success rate, ability
want to set "Snatch".

Beginner Skill: First Aid

Recovery | Cast time: 2 seconds

Acquisition Requirement: Usable from the start | TP Cost 6 | Number of Hits —

Effect: Heals one ally for 30% of their maximum HP

Steel Body — | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

This is a skill that heals the targeted ally's HP, restoring about 30% of their maximum
It costs little TP, so use it frequently when allies are injured.

Intermediate: Heal

Recovery | Cast time: 3 seconds

Acquisition Requirement: Reach Level 24 | TP Cost 14 | Hit Count —

Effect: Restores one ally's HP by 50% of their maximum HP

Steel Body — | Stun — | Critical -

Airborne — | Down — | Launch — | Knockback —

Heals for more than "First Aid," but has a longer cast time and consu
mes more TP. When healing on the field, it's more efficient to use "First Aid" twi

Advanced Cure

Recovery | Casting time: 4 seconds

Acquisition Requirement: Reach Level 45 | TP Cost 31 | Hit count —

Effect: Restores one ally's HP by 70% of their maximum HP

Steel Body — | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

Recovers a single ally's HP by up to 70% of their maximum HP. The casting time is about 4 s
so ensure the surrounding area is secure before using it.

Intermediate Magic: Nurse

Recovery | Incanta 3 seconds

Acquisition Requirement: Reach level 20 | TP Cost 35 | Hit Count —

Effect: Heals all allies for 40% of their maximum HP

Bronze Body — | Stun — | Critical -

Airborne — | Down — | Launch — | Knockback —

The casting time is the same as "Heal," and it restores 40% of each ally's maximum HP.
Use it when the party's HP is moderately reduced on average.

Intermediate Magic: Resurre

Recovery | Incanta 4 seconds

Acquisition requirement: Reach level 41 | TP Cost 63 | Hit Count —

Effect: Heals all allies for 60% of their maximum HP

Steel Body — | Stun — | Critical—

Airborne — | Down — | Launch — | Knockback —

The casting time is long, but it can restore 60% of all allies' maximum HP. However,
it is better to use "Nurse" frequently before you end up in a situation that requires this.

Basic Art: Recover

Heal | Chan 1.6 sec

Acquisition Requirement: Reach level 17 | TP Cost 13 | Hit Count —

Effect: Cures one ally of poison, frailty, terror, paralysis, and petrification

Steel Body — | Faint — | Critical—

Airborne — | Down — | Launch — | Knockback —

Recovers an ally from abnormal status conditions. Even if multiple stat
us ailments are present, a single "Recover" can remove them all.

Basic Art: Dispel

Recovery | Cast time 1.5 sec

Learning Requirement: Reach Level 27 | TP Cost 10 | Hit Count —

Effect: Removes one ally's decreases to physical attack, physical defense, magical attack, and magical defense
Iron Body -

Faint — | Critical -

Airborne — | Down — | Launch — | Knockback —

Restores unfavorable stat drops such as reduced physical or magical att
ack. Prioritize using this on allies fighting on the front lines.

Intermediate Art Anti-Magic

Recovery | Cast time 2.3 sec

Acquisition Requirement: Reach Level 45 | TP Cost 19 | Hit count —

Effect: Restores one ally from all non-death status ailments and decreasing status changes
Iron Body —

Faint — | Critical —

Airborne — | Down — | Launch — | Knockback —

"Recovery" combined with "Dispel" effects. A spell that can collectively cur
e one ally's abnormal status conditions and adverse status changes.

Advanced Art: Raise Dead

Healing | Casting time: 4 seconds

Acquisition condition: Reach level 31 | TP Cost 33 | Hit Count —

Effect: Revives one ally from incapacitation.

Steel Body — | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

Revives an incapacitated ally with approximately one-third of their maxim
um HP restored. The casting time is among the longest for spells.

Basic spell: Photon

Casting time 1 second

Acquisition Condition: Usable from the start | TP Cost 8 | Hit Count 1

Power 160

Steel Body 25 | Stun 23 | Critical: 440

Airborne — | Down — | Launch — | Knockback —

An offensive spell that concentrates particles of light to deal damage. With a
short casting time and low TP cost, it is convenient for quickly interrupting an enemy's casting.

Intermediate spell: Ray — Incantation: 3 seconds 光

Acquisition Requirement: Reach level 22			TP Cost	14	Hit Count 13
Power	29×13				
Copper body 3×13			Stun	3×13	Critical 40×13
Airborne —	Down —	An area attack that summons 13 beams of light in succession around the t			
Launch —	Knockback —	argeted enemy. The area of each individual beam is narrow, making it difficult to land all 13 hits on t			

Advanced Grand Cross — Chant: 4 seconds 光

Acquisition Requirement: Reach Level 43			TP Cost	31	Hit Count 6
Power	93×5→175				
Steel Body 7×5→19			Stun	7×5→12	Critical 80×5→205
Airborne —	Down —	An ultimate light-attribute offensive art that deals damage with pillars a			
Launch —	Knockback —	nd cross-shaped beams of light. The attack range is the interior of the rotating pillars of light			

Special Skill: Rover Item — Incantation —

Acquisition Condition: Usable from the start			TP Cost	2	Hit Count 1
Power	90/Steal an item from an enemy (*)				
Copper body 6			Stun	12	Critical: 100
Airborne —	Down —	Steal items from enemies while attacking them. You can increase the chan			
Launch —	Knockback —	ce of successful theft by raising Luck or equipping the "Snatch" ability (p.088).			

特技 Photon Blade — Incantation — 光

Acquisition Condition: Usable from the start			TP Cost	4	Hit Count 1
Power	120				
Steel Body 10			Stun	7	Critical: 100
Airborne ○	Down —	. A long-range attack that launches a blade of light forward; it has a range reachi			
Launch —	Knockback —	ng from the edge of the battle field to about the center. It's useful for intercepting approaching enemies.			

特技 Fanged Thrust — Incantation —

Learning Requirement: Reach level 16			TP Cost	5	Hit Count 1
Power	130				
Steel Body 10			Stun	7	Critical 120
Airborne ○	Down —	Dash forward about the distance of one dash while keeping the sword thrust forward. Is it at such close			
Launch —	Knockback —	By using it, you can get behind the enemy.			

特技 Flash — Incantation —

Acquisition Condition: Reach level 25			TP Cost	9	Hit Count 1
Power	170				
Steel Body 14			Stun	11	Critical: 80
Airborne ○	Down —	Jump diagonally forward and slash enemies with a thrusting sword. It's			
Launch ○	Knockback —	easier to land the hit if you move close to the enemy so you're nearly touching before executing.			

Special Move: Ae — Incantation —

Acquisition Condition: Reach Level 29			TP Cost	11	Hit Count 1
Power	200				
Steel Body 14			Stun	10	Critical: 100
Airborne ○	Down —	A technique that's easy to use for pursuing enemies from the air. When			
Launch —	Knockback —	used on the ground, after jumping it descends diagonally forward while attacking with the swor			

特技 Moonlight — Incantation —

Acquisition Requirement: Reach Level 33			TP Cost	13	Hit Count 1
Power	210				
Steel Body 12			Stun	14	Critical 120
Airborne ○	Down ○ (Air)	The motion and effects change depending on the situation when performe			
Launch ○ (Ground)	Knockback —	d. When used on the ground, it becomes an upward-slashing juggle move; when used in the air,			

特技 Soaring Blade — Incantation —

Acquisition requirement: Reach level 37			TP Cost	14	Hit Count 2
Power	110×2				
Steel Body 8×2			Stun	7×2	Critical 50×2
Airborne ○	Down —	Because it can launch enemies high into the air, it is easy to use as the s			
Launch ○	Knockback —	tarting point for aerial combos. The reach is rather short, so use it from close range.			

Secret Skill: Sacre — Incantation — Light

Acquisition requirement: reach level 18			TP Cost	8	Hit Count 2
Power	98→147				
Steel Body 9-13			Stun	4→5	Critical 16→24
Airborne —	Down —	A technique that can attack the area around the user, useful when surrounded by enemies. If the secon			
Launch —	Knockback —	expands, connects, it can push enemies backward.			

※ Refer to p.030 for the success rate of Steal.

秘技 **Fanged Soaring Strike**

Incantation —

Learning Requirement: Reach Level 27 | TP Cost 11 | Hit Count 2

Power 159→106
Steel Body 14→10 | Stun 8→5 | Critical 60→40
Airborne ○ | Down — | Launch ○ | Knockback —

"Gatotsu Rush" is a consecutive attack where you jump diagonally ba ckward from the initial thrust while attacking. In the air, follow up with "Horei Ransho

Secret Technique: L

Incantation — 光

Acquisition Requirement: Reach level 35 | TP Cost 15 | Hit Count 3

Power 100×3
Steel Body 8×3 | Stun 5×3 | Critical 33×3
Airborne ○ | Down — | Launch — | Knockback —

From the air, fires three blades of light diagonally downward. If used from about one dash's distance away from the target, it's easier to land all three hits.

秘技 **Fang Rending Blade**

Casting —

Acquisition Requirement: Reach Level 43 | TP Cost 18 | Hit Count 6

Power 43×5→95
Iron Body 4×5→7 | Kien (Spirit Affinity) 8×6 | Critical 14×5→30
Airborne — | Down — | Launch O | Knockback —

Performs a rapid series of slashes, and the final strike launches the enemy. It has a high numbe and can be linked to every Mystic Arte except "Guardian Formation".

Secret Technique: Air F

Incantation —

Learning requirement: Reach level 47 | TP Cost 22 | Hit Count 2

Power 165×2
Steel Body 14×2 | Stun 10×2 | Critical 50×2
Airborne ○ | Down ○ (in the air) | Launch ○ (ground) | Knockback —

After landing from "Aerial Raid Blade," jump diagonally forward to f ollow up. Because the initial move has the same motion as "Aerial Raid Blade," it is prefe

Secret Technique: Moo

Incantation —

Learning requirement: Reach level 49 | TP Cost 22 | Hit Count 2

Power 96→224
Steel Body 18→8 | Ki Elegance 7-17 | Critical 98→42
Airborne ○ | Down — | Launch ○ | Knockback —

On the ground it is a launch move; if it connects in the air it can knock the enemy down. After "Moon Flash," you rush forward to pursue and follow up on the target.

Secret Art: Shun Jun Sh

Casting —

Acquisition Requirement Reach level 22 | TP Cost 10 | Hit Count 5

Power 102→57×4
Hardened Body 12→5×4 | Stun 5-2×4 | Critical 32→17×4
Airborne — | Down — | Launch ○ | Knockback —

After tearing through while charging, follows up in midair with a spear of light. During the d and applies the same effect to all enemies hit.

Secret Art: Guardian

Incantation — 光

Learning Requirement: Reach Level 39 | TP Cost 19 | Hit Count 6

Power 55x6
Bronze Body 6x6 | Stun 8×6 | Critical 30×6
Airborne — | Down — | Launch O | Knockback —

Attacks with a magic circle that unfolds around the user. It boasts a high stu n value but the technique has a slow startup and is hard to land. Use it against downed enemie

Secret Art: Twin Fang S

Incantation —

Acquisition requirement: Reach level 51 | TP Cost 27 | Hit Count 6

Power 59×4→80×2
Steel Body 6×4→7×2 | Stun 4×4→5×2 | Critical 18×4→24×2
Airborne — | Down — | Launch ○ | Knockback —

An ultimate art that links from "Fanged Consecutive Blade" to "Soaring Blade." A straightforward s making it easy to use as a combo against enemies on the ground.

奥義 **Falling Dragon Slash Light Blade**

Incantation — 光

Learning requirement: Reach level 53 | TP Cost 28 | Hit Count 4

Power 106×4
Steel Body 10×4 | Stun 5×4 | Critical 30×4
Aerial ○ | Down — | Launch O | Knockback —

While tearing enemies apart in midair, dash in a Z-shape. When used from the ground, launch and then pursue them while tracing a Z.

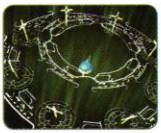
Mystic Art: Heavenly S

Incantation —

Acquisition Requirement: Reach Level 55 | TP Cost 29 | Hit Count 8

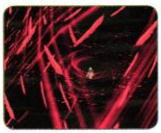
Power 109×3→17×5
Steel Body 9×3→1×5 | Stun 8×3→1×5 | Critical 21×3→4×5
Airborne ○ | Down — | Launch ○ | Knockback —

Land consecutive hits with "Flash Soar" and fire five "Light Wave Blades" into the high-floati A multi-hit special technique ideal for aerial combos.



Secret Art: Radiant Wing

Incantation	—	光					
Acquisition Conditions	Learned at Netherworld Rift — Niegel START (p.182)		TP Cost	—	Hit Count	10	
Power	200×9→800						
Bronze Body			Stun	—	Critical 8×9→28		
Airborne	—	Down	—	Summon a magic circle with eight swords plunged into the ground to attack the target. The initiatin			
Launch	—	Knockback	—	move is slow to start, but it has a wide attack range and is easy to land.			



CD Phoenix Wing Blazing Sky

Incantation	—						
Acquisition Requirements	Set the ability "Special"		TP Cost	—	Hit Count	4	
Power	390→780→1170→1560						
Steel Body	—		Stun	—	Critical	10→20→30→40	
Air	—	Down	—	Hitting enemies with the crimson feathers of the long-range attack trigger			
Launch	—	Knockback	—	s a Mystic Arte. Anju transforms into Orphiel and damages enemies with countless swirling feathers			

Tactics: Adjust your approach to the party composition

Combines rear-support capabilities that cover allies using healing arts with attacker capabilities that press enemies in close combat. It's difficult to do both, so decide how to act based on the other members participating in battle. If your party has many offensive types like Luca, Spada, or Conway, focus on

If you leave recovery arts to Ilia or Ricardo, it's good to focus mainly on offensive techniques.

Note that linking special → secret → ultimate moves or performing the combos below requires around level 50. If you want to link techniques before that, you need the "Route Break" ability.

If you have "Route Break" you can link techniques without being bound by the normal order of combos.

Between rear support from healing arts, add offensive arts such as "Ray" to Let's use it.

Combo that emphasizes the number of hits

Mid-level attack ×3

Moon Flash

Fang Chain Blade

Fang Soaring Combo

A combo that can be executed from close range—about the distance where mid-level attacks land—focusing on maximizing the number of hits. If you perform "Fanged Flash" immediately followed by "Fang Chain Blade" about one-and-a-half-length, you can start the combo from the "Gatotsu Blow" (牙突衝), you can move behind the enemy and land the combo. If the distance to the enemy is about one-and-a-half-length, you can start the combo from the "Gatotsu Blow" (牙突衝), you can move behind the enemy and land the combo. If the distance to the ene

Combo to increase stun value

Mid-level attack x 3

Soar 刃

Moonflash Pursuit Blade

Guardian Array

Incorporate the high-stun-value "Guardian Array" to aim for enemy stun. Start from close range where mid-level attacks will hit. After landing "Moon Flash Pursuit Blade" the enemy will go down, so even the slow-starting "Guardian Array" can be connected into the combo.

Although the hit count will be interrupted, it is also possible to follow the final "Guardian Array" with a mystic/art special such as "Radiant Wing Sacred Sword Array" and "Phoenix Wing Soaring Heaven Soar."

Style: Change your set according to tactics

From joining the party, you can learn both abilities useful in close combat and abilities that strengthen healing arts. It is difficult to balance offense and defense, so focus your set on one or the other. The abilities on the right can all be learned relatively early. Learn these and swap them as needed. If you mainly fight with offensive arts, you should also learn skills like "Light Rise 1" and "Magic Feint."

If you mainly focus on close-range combat, use "Runner" to increase movement speed.

Recommended Abilities

Abilities	Commentary
Instant Spell	During Overlimits, repeatedly cast healing arts to get through tight spots. You can also set "Magic Burst" to repeatedly unleash high-power offensive arts. When fully committed to rear support, always have the Speed Spell 1–3 abilities you set. Reassign them each time you learn a more effective
○○ Plus	When fighting mainly in close combat, set this to increase the number of actions. If you are fully committed to healing, you can remove it.
Repeat	To repeatedly use the same skill, set it simultaneously with "○○ Plus". Of course, this is a setup for when you mainly fight in close range.
Spell Keep	Useful when enemies target you while casting. Once you can learn "Concentrate", you may switch to that.

• Abilities that can be learned

Timing when abilities become learna

- Early stage
- Regnum Stalactite Cave (P.160)
- Shopkeeper's Mass (P.163) Obtain the title "A Woman Who Sees Through Everything" (Learning "Break HP Gain" at 29 allows other abilities within the group to be learned)
- Ashihara Royal Tomb (P.168)
- At Kelm Volcano (P.179) obtain the title "A Woman Whose Hiding Is Meaningless" (Learning "Counter Repair HP" at 45 allows other abilities within the group to be learned)
- Galbos Jungle (P.198)
- At Grigori Village/Ship Deck (P.202) obtain the title "A Cunning Woman" (Learning "Down 1" at 61 allows other abilities within the group to be learned)
- Garden of Waiting for God (P.216)
- At Sania Village/Myus Tribe Village (P.236) obtain the title "Welcoming Woman" (Learning "Risk Magic" at 78 allows other abilities within the group to be learned)
- Game Clear
- From Galpos Jungle (P.198) onward, and upon obtaining the title "Priest" (Learning "Lost Repair HP" at 88 allows other abilities within the group to be learned)
- After clearing the game, and upon obtaining the title "Archbishop" (Learning "Get Angry" at 91 allows other abilities within the group to be learned) From Ashihara Royal Tomb (P.168) onward, and upon obtaining the title "Combo Intermediate" (Learning "Runner 1" at 95 allows other abilities within the group to be learned) From Garden of Waiting for God (P.216) onward, and upon obtaining the title "Combo Advanc
- After clearing the game, and upon obtaining the title "Combo Master" (Learning "Co-Combo Plus" at 102 allows other abilities within the group to be learned) From Ashihara Royal Tomb (P.168) onward, and upon obtaining the title "Yamato Nadeshiko" (Learning "Lost Magic" at 105 allows other abilities
- From "God-Waiting Garden" (p.216) onward, and after obtaining the title "Himmel's Tutor" (can learn other abilities within the group upon acquiring special skill 110)
- After clearing the game and obtaining the title "Great Achievement" (115 "Runner 2" learned, allowing other abilities in the group to b

■ Ability List (Items highlighted in red are recommended on the left page)

Number	Ability Name	G Bonus		AP	CP
1	Capacity Up 1	—	—	20	—
2	Capacity Up 1	—	—	20	—
3	Burst Blow	Physical Defense 7		30	1
4	Damage Limiter			120	1
5	Guard Up 1			30	1
6	M Guard Up 1			30	1
7	Instant Spell	Magic Attack 8		120	1
8	Light Rise 1			30	1
9	Magic Feint			60	1
10	Speed Spell 1			90	1
11	Combo Plus	Physical Attack 5		150	2
12	Special Skill Plus			200	2
13	Critical			30	1
14	Rave Upper			30	1
15	Sub-Ex	HP	100	360	1
16	Snatch 1			30	1
17	Speed Item 1			30	1
18	© Capacity Up 1	—	—	20	—
19	Infinity	TP	15	210	3
20	Limit Break			160	3
21	Repeat			90	1
22	Extend	Magic Defense 9		150	2
23	OVL Upper			30	1
24	Spell Keep			30	1
25	Heavy Magic	Magic Attack 9		150	6
26	Light Magic			150	3
27	Magic Avoid	HP	50	120	1
28	Light Shield 1			30	1
29	Break HP Gain	—	—	60	2
30	Spell Lucky	TP	15	180	2
31	Magic Value			120	1
32	TP Save 1	Physical Attack 5		120	2
33	Break TP Gain			60	2
34	Capacity Up 2	—	—	60	—
35	Capacity Up 2	—	—	60	—
36	Burst Feint	Magic Defense 8		60	2
37	Repair Plus			150	2
38	Critical Burst	Art/Technique Attack 10		90	1
39	Snatch 2			60	1
40	Speed Item 2			60	1
41	Light Rise 2	TP	30	90	1
42	Speed Spell 2			180	2
43	Light Shield 2	Physical Defense 8		90	3
44	M Guard Up 2			60	1
45	Counter Repair HP	—	—	30	1
46	Magic Burst	Magic Attack 10		150	2
47	Counter Repair TP			30	1
48	Counter Rave			30	1
49	Attack Value	Physical Attack 5		120	1
50	Resist Value			120	1
51	Capacity Up 2	—	—	60	—
52	Defense Burst	HP	114	150	1
53	Lost Defense			90	1
54	Risk Resist	Magic Defense 8		120	1
55	Lost Resist			90	1
56	Dash Cancel	HP	154	360	3
57	Snatch 3			90	2
58	Jump Cancel	Magic Attack 15		330	2
59	Aerial Jump			30	1
60	Counter Feint			30	1

Number	Ability name	G Bonus		AP	CP
61	Down 1	—	—	60	2
62	Invalid Magic	HP	66	60	1
63	End Repair HP1			60	2
64	Lost Repair TP	TP	24	90	3
65	End Repair TP1			60	2
66	Capacity Up 3	—	—	240	—
67	Capacity Up 3	—	—	240	—
68	Damage Protector	Physical Defense 22		210	3
69	Light Shield 3			150	5
70	Light Rise 3	Magic Attack 30	270	150	2
71	Speed Spell 3				3
72	Magic Custom			150	3
73	Luck Custom	Magic Defense 28		150	1
74	Resist Custom			150	3
75	M Guard Up 3			90	2
76	End OVL Gain	HP	60	60	1
77	Speed Item 3			90	1
78	Risk Magic	—	—	120	2
79	Burst Absorb	HP	175	120	3
80	Risk Defense			120	1
81	Concentrate	Physical Defense 15		410	4
82	Defense Custom			150	3
83	Guard Up 3			90	2
84	© Capacity Up 4	—	—	999	—
85	Capacity Up 4	—	—	999	—
86	Excancel	Magic Defense 25		30	1
87	Abyss			340	2
88	Lost Repair HP	—	—	90	3
89	Heavy Shot	Physical Attack 5		60	1
90	Counter Strike			90	1
91	Get Angry	—	—	340	2
92	1 Damage	Physical Attack 18		400	1
93	Quarter Damage			320	1
94	Half Damage			240	1
95	Runner 1	—	—	210	2
96	Attack Burst	Physical Attack 9		150	2
97	Higi Plus			280	3
98	Route Break			90	2
99	Special Skill Plus	—	—	200	2
100	Ougi Plus	TP	27	440	4
101	Attack Custom			150	3
102	Combo Plus	—	—	150	2
103	Higi Plus	Physical Attack 12		280	3
104	Ougi Plus			440	4
105	Lost Magic	—	—	90	1
106	Resist Burst	Magic Defense 9		150	1
107	Overdrive			90	4
108	Guard Up 2	Physical Defense 9		60	1
109	Defense Value			120	1
110	Special	—	—	30	1
111	All Erase	HP	143	300	4
112	End Repair HP2			120	3
113	TP Save 2	TP	15	220	4
114	End Repair TP 2			120	3
115	Runner 2	—	—	960	7
116	© Capacity Up 4	—	—	999	—
117	© Capacity Up 4	—	—	999	—
118	Capacity Up 4	—	—	999	—

Ricardo Soldato

Ricardo Soldato

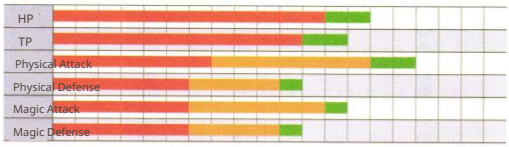
Rear-support type excelling in physical offense

Making use of high physical attack, his speci alty is shooting from a bayonet. He has six atta ck arts and can also use several healing arts, m aking him suitable for backing up allies from th e rear. However, it is hard to say his magic attac k is excellent, and his magic defense remains a concern. If you want to specialize him as a rear-support type, reinforce those stats.

Level-based status data

LV	LV12	LV20	LV30	LV40	LV50	LV100	LV150	LV200
HP	616	896	1247	1598	1949	3693	4928	6163
TP	66	96	134	172	210	396	466	536
Physical Attack	45	61	81	101	121	220	285	350
Physical Defense	32	47	65	83	101	190	250	310
Magic Attack	34	48	65	82	99	183	238	293
Magic Defense	35	49	66	83	100	184	239	294

Status Balance (Status ■ Equipment ■ G Bonus)



Title Data

Title Name	Acquisition Conditions	HP	TP	Physical Attack	Physical Defense	Magic Attack	Magic
Combo Beginner	Achieve 10 or more combos during battle	–	10	–	–	–	–
Combo Intermediate	Achieve 30 or more combos during battle	–	20	–	–	–	–
Combo Advanced	Achieve 60 or more combos during battle	–	30	–	–	–	–
Combo Master	Achieve 100 or more combos during battle	–	40	–	–	–	–
Berserk	Defeated in battle 250 times or more on "Unknown" difficulty	–	–	25	–	25	–
Sharpshooter	Reached level 10	100	5	–	–	–	–
Veteran Sharpshooter	Reached level 30	200	10	–	–	–	–
Rumored Sharpshooter	Reached level 60	300	15	–	–	–	–
Sniper King	Reached level 100	400	20	–	–	–	–
Strongest Mercenary	Win the Arena single match (p.286)	–	–	10	10	10	10	–
Mercenary	Early stage	–	–	–	–	–	–	–
Reincarnated Grim Reaper	Early stage	–	–	5	–	–	–	–
Unpaid Mercenary	Naos Base 18 (P.155)	–	–	–	–	5	–	–
Dozing Mercenary	Shopkeeper's Mansion 8 (P.163)	–	–	–	5	–	–	–
Will you become a hunter in Kelvin Volcano?	Kelvin Volcano (P.179)	–	–	–	–	–	5	–
Traitor	Galpos Jungle (P.198)	–	–	10	–	–	–	–
Caring Brother	Grigori Village / Ship Deck 3 (P.202)	–	–	–	10	–	–	–
Airship Pilot	Tenos Weapons Factory 6 (P.221)	–	–	–	–	–	10	–
Worried Man	Sania Village / Myuce Tribe Village (P.236)	–	–	10	–	10	–	–
Avenger	Tower of Dawn (P.245)	–	–	20	−10	–	–	–
Bearing Many Epithets	Clear Sub-event 042 (P.265)	–	–	–	–	–	–	+2
Wolf Wearing Rabbit Ears	Clear Sub-event 043 (P.265)	–	10	–	–	5	–	–
Mr. Dandy	Clear Sub-event 044 (P.265)	300	–	–	–	–	–	–
One Clad in Death	Clear Sub-event 052 (P.266)	–	–	10	−5	–	–	–
The Misunderstood One	Clear Sub-event 055 (P.266)	350	–	–	–	–	–	–
Man of the Sea	Clear Sub-event 056 (P.266)	–	–	5	5	5	5	–
Member No. 0004	Clear Sub-event 064 (P.267)	–	50	–	–	–	–	–
Free Mercenary	Clear Sub-event 090 (P.270)	–	20	–	–	–	5	–
One Obsessed with Pumpkins	Clear Sub-event 114 (P.273)	600	–	–	–	–	–	–
Black Bodyguard	Clear Sub-event 117 (P.273)	–	–	–	5	–	5	–
Death Reaping Through War	Clear Sub-event 147 (P.277)	300	–	–	15	–	–	–
Thorns of the Ball	Clear Sub-event 155 (P.278)	–	30	–	5	–	–	–
Gourmet Soldier	Clear Sub-event 173 (P.281)	–	30	–	–	–	–	+3
–	–	–	–	–	–	–	–	–

Normal attack & Guard counter Use long range to snipe from afar

Mid-level and low-level attacks that fire bullets horizontally, as well as Air Attack 1, can reach enemies from anywhere. However, t heir startup is not very fast, so use them from long distances wher e enemy counterattacks are less likely. The high-level attack, which fires bullets diagonally forward at a gentle angle, also has long ra nge and can be used to follow up on airborne enemies. The aerial down attack can also snipe distant opponents, but since the mid-le vel attack can substitute for it, there is no need to force its use.

Can attack within the r ange. From the left side to t he diagonal right-rear Free-run attacks use the character

Normal Attacks & Guard Counter Data

Mid-level Attack 1 ()
Power 100 Stun 2
Steel Body 10 Critical 100

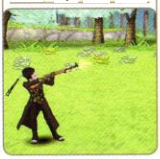
Middle mid attack 2 (
Power 100 Stun 2
Steel Body 10 Critical 100

Lower mid attack 1 (+)
Power 100 Stun 2
Steel Body 10 Crit 100

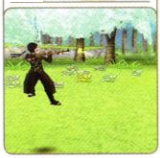
Lower mid attack 2(+)
Power 100 Stun 2
Steel Body 10 Critical 100

Upper mid attack 1( )
Power 100 Stun 2
Iron Body 10 Crit 100

Upper mid attack 2( )
Power 100 Stun 2
Steel Body 10 Critical 100



Air attack 1 (Jump+
Power 100 Stun 2
Steel Body 10 Critical 100



Air attack 2 (Jump+
Power 100 Stun 2
Steel Body 10 Critical 100

Air down attack 1 (Jump++ or Air)down attack 2 (Jump++ or ↓+)
Power 100 Stun 2
Steel Body 10 Critical 100

Power 100 Stun 2
Steel Body 10 Critical 100

Freerun Attack (Freerun+
Power 100 Stun 2
Iron Body 10 Crit 100

Guard Counter
Power 300 Stun 20
Bronze Body 30 Crit 100

Air Guard Counter
Power 300 Stun 20
Bronze Body 30 Crit 100

Techniques and Spells: A wide variety of techniques usable from a distance

It has many long-range techniques such as "Merciless Hunt" and "Break Shoot." Additionally, it can use two types of healing arts and seven types of support arts. Support your allies by usin g those techniques from afar. When enemies get close, either st op them with a fast technique or knock them down with the "Sh injin Gunlance" (尖迅銃撃槍). By the way, the special skill "Veno m Shot" (ベノムショット) can also poison enemies.

"Venom Shot" can inflict a poison status on enemies.

When disengaging from melee range it is useful after a hit to backstep with "Shunjin Spear" is useful.

Intermediate Art: Heal of Earth

Recovery | Incantation 3 seconds

Acquisition Condition: Reach Level 14 | TP Cost 17 | Hit Count —

Effect: Gradually restores allies' HP within a certain range centered on the target ally up to 30%

Steel Body — | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

A magic circle is deployed centered on the target for a fixed time. Alli es within it have their HP gradually restored in stages. Receiving all effects restores ab

Advanced Art: Soul of Earth

Heal | Chant 4 seconds

Acquisition condition: Reach level 38 | TP Cost 41 | Hit Count —

Effect: Gradually restores allies' HP within a certain range centered on the target ally up to 50%

Steel Body — | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

Unlike "Heal of Earth," the magic circle remains deployed for a longe r time, increasing the number of times the healing effect can be applied. Receiving all

Basic Art: Sharpness

Support | Cast time 2.3 sec

Acquisition Requirement: Reach Level 20 | TP Cost 14 | Hit count —

Effect: For 30 seconds, increases one ally's physical attack by 30%

Bronze Body — | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

Increases a single ally's physical attack. Use on allies who focus on physica l attacks, such as Spada or Ermannah.

Basic Art: Barrier

Support | Chant 1.6 sec

Acquisition Requirement: Reach Level 27 | TP Cost 10 | Hit Count —

Effect: Increase one ally's physical defense by 30% for 30 seconds

Steel Body — | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

Raises the targeted ally's physical defense. Use this on frontline allies w ho take enemy attacks, like Luca, to reduce the damage they receive.

Basic Skill: Resist

Support | Casting Time: 2.5 seconds

Acquisition Requirement: Reach Level 35 | TP Cost 10 | Hits —

Effect: Increase one ally's magic defense by 30% for 30 seconds

Bronze Body | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

Raises one ally's magic defense. When enemies appear that use pow erful magic attacks, use this to protect allies with low magic defense, such as Elmana.

Basic Skill: Stone Blast

Incantation 1.5 seconds | 地

Learning Requirement: Reach level 16 | TP Cost 9 | Hit Count 5

Power 36×5

Bronze Body 9×5 | Faint 2x5 | Critical 32×5

Airborne — | Down — | Launch O | Knockback —

Summons five stones from the ground at the enemy's feet and attacks. It de als damage not only to the target but also to enemies nearby.

Intermediate Magic: Massive

Incant 2.2 seconds | 地

Learning Requirement: Reach Level 27 | TP Cost 14 | Hit Count 1

Power 390

Steel Body 56 | Stun 22 | Critical 180

Airborne — | Down — | Launch — | Knockback —

Drop a gigantic rock onto the target's head. It only hits once, but the power is "Su About twice the damage when "Tone Blast" lands 5 hits.

Advanced Art: Grand Dasher

Chanti 3 se | 地

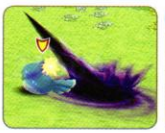
Acquisition Requirement: Reach Level 45 | TP Cost 32 | Hit Count 3

Power 224×3

Steel Body 22×3 | Stun 10×3 | Critical 100×3

Aerial — | Down — | Launch O Knockback —

Causes the ground to split, raising rocks three times from beneath th e target's feet. The raised rocks advance slightly forward with each rise.



Basic Art: Shadow Edge

Incantation A second | 闇

Acquisition requirement: reach level 18 | TP Cost 8 | Hit Count 1

Power 230

Steel Body 26 | Stun 12 | Critical 160

Airborne — | Down — | Launch — | Knockback —

Black blades emerge from the ground behind the target, attacking from the rear to deal damage. Enemies hit by the attack are knocked slightly toward Ricardo.

Intermediate Art: Demon's Lance

Chanting 2.8 seconds | 闇

Acquisition Requirement: Reach Level 33 | TP Cost 15 | Hit Count 4

Power 85×3→170

Steel Body 9×3→20 | Stun 4×3→11 | Critical 44×3→88

Aerial — | Down — | Launch — | Knockback —

Three black spears appear in the air, then dive steeply to create shockwav es. Damage is dealt by both the black spears approaching from three directions and the shoc

Advanced Skill: Black Hole — Incantation 3.1 seconds

Acquisition requirement: Reach level 41 | TP Cost 34 | Hit Count 9

Power 79×9 | Steel Body 6×9 | Stun 3x9 | Critical 35×9

Airborne — | Down — | Launch ○ | Knockback —

Creates a black hole in the air and deals damage to enemies within its area. It also has the effect of drawing smaller enemies toward its center.

Beginner Magic: Spoil Weapon — Support | Incantation 1.1 seconds

Learning Requirement: Reach Level 21 | TP Cost 8 | Hit Count —

Effect: For 30 seconds, reduces a single enemy's physical attack by 30% (for bosses, reduces by 15% for 12 seconds)

Bronze Body | Stun — | Critical—

Airborne — | Down — | Launch — | Knockback —

It lowers the target's physical attack, so use it against enemies with hig h physical attack. As with the following three support arts, its effect is weakened against bosses

Basic Art: Spoil Armor — Support | Chant 1.2 seconds

Acquisition Requirement: Reach level 28 | TP Cost 11 | Hit Count —

Effect: For 30 seconds, reduces one enemy's physical defense by 30% (against bosses: reduces by 15% for 12 seconds)

Bronze Body | Stun — | Critical -

Airborne — | Down — | Launch — | Knockback —

A support art that lowers an enemy's physical defense. Use this art o n enemies and have allies use "Sharpness" to increase the damage dealt.

Basic Art: Spoil Mind — Support | Incantation 1.1 seconds

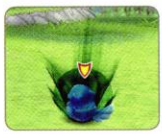
Acquisition Requirement Reach level 30 | TP Cost 8 | Hit Count —

Effect For 30 seconds, reduces one enemy's magic attack by 30% (against bosses: reduces by 15% for 12 seconds)

Steel Body — | Stun — | Critical -

Airborne — | Down — | Launch — | Knockback —

It can lower the targeted enemy's magic power. You should use it whenev er possible against enemies that use powerful offensive magic.



Basic Art: Spoil Resist — Support | Casting 1.1 seconds

Acquisition condition: Reach level 36 | TP Cost 11 | Number of hits —

Effect Reduce one enemy's magic defense by 30% for 30 seconds (bosses: reduce by 15% for 12 seconds)

Steel Body — | Stun — | Critical -

Airborne — | Down — | Launch — | Knockback —

A support magic that lowers the enemy's magic defense. Use it actively wh en allies who excel at magical attacks, such as Conway, are participating in battle.

Skill: Flare Bomb — Incantation —

Acquisition Condition: Usable from the start | TP Cost 2 | Hit Count 2

Power 50×2 | Steel Body 5×2 | Stun 5×2 | Critical 20×2

Aerial ○ | Down — | Launch — | Knockback ○

A skill that throws two grenades forward. The technique is slow to execute and is unsuitable for Use it as a harassment attack against distant enemies.

Skill: Merciless Hunt — Incantation —

Acquisition Condition: Usable from the start | TP Cost 2 | Hit Count 3

Power 40×3 | Steel Body 3×3 | Stun 1×3 | Critical 40×3

Airborne ○ | Down — | Launch — | Knockback —

A forward attack that fires three consecutive shots; its range is long enough to reach from anyw attack.

Special Skill: Swift Spear — Incantation —

Acquisition Condition: Usable from the start | TP Cost 3 | Hit Count 1

Power 115 | Bronze Body | Stun 5 | Critical 120

Airborne ○ | Down — | Launch — | Knockback —

A charging attack in which the bayonet is held forward as you advance, dealing damage to all en When the skill hits, a backward step is performed at the end.

Skill: Gōhahasō (Gouha Spear) — Incantation —

Acquisition Requirement: Reach level 20 | TP Cost 7 | Hit Count 1

Power 150 | Steel Body 13 | Stun 7 | Critical 60

Airborne — | Down — | Launch ○ | Knockback —

Stab the bayonet into the ground to raise a pillar of rock. If the enemy i s launched after a hit, you can follow up with a combo such as "Impact Shot".

Special Skill: Venom Shot — Commercial Chant —

Acquisition Requirement Reach level 30 | TP Cost 11 | Hit Count 1

Power 130 / Has a 20% chance to poison enemies without Resistance for 30 seconds

Steel Body 20 Stun | 14 | Critical 140

Airborne ○ | Down — | Launch — | Knockback —

Fires a bullet that may inflict the poisoned status on the target. Its range is long enough to reach from anywhere, so use it from a distance.

Skill: Hide Shot — Incantation: — | 地

Acquisition Requirement: Reach level 35 | TP Cost: 14 | Hit Count: 1
Power: 220
Steel Body: 15 | Stun: 12 | Critical: 100
Airborne: — | Down: —
Launch: ○ | Knockback: —
A bullet fired into the ground captures the target and deals damage. It can attack regard
relative positioning with the target, and its tendency to hit multiple times against certain

Secret Skill: Brutal Hunt — Incantation: —

Acquisition Condition: Reach Level 23 | TP Cost: 9 | Hit Count: 5
Power: 52×5
Bronze Body: 5×5 | Stun: 2×5 | Critical: 24×5
Airborne: ○ | Down: —
Launch: — | Knockback: —
Like "Merciless Hunt," this is a long-range attack that quickly fires five
bullets in succession. Use it to increase the number of combo hits.

Secret Skill Gatling Evil — Incantation: — | 闇

Learning Requirement: Reach level 40 | TP Cost: 19 | Hit Count: 5
Power: 62×5
Steel Body: 6×5 | Stun: 4×5 | Critical: 12×5
Airborne: ○ | Down: —
Launch: — | Knockback: —
While back-jumping, fires dark magic bullets diagonally downward. T
he bullets hit consecutively, and with each hit the attack's area of effect expands.

秘技 **Rotating Divine Spear** — Incantation: —

Acquisition requirement: Reach level 41 | TP Cost: 20 | Hit Count: 1
Power: 320
Bronze Body: 27 | Stun: 19 | Critical: 100
Airborne: — | Down: —
Launch: — | Knockback: —
Sends the vacuum blast generated from the upward-cut bayonet for
ward. The move has a relatively slow startup and short reach, so its timing is difficult.

Secret Skill Impact Shot — Incantation: —

Acquisition Requirement Reach level 43 | TP Cost: 22 | Hit Count: 2
Power: 66–264
Steel Body: 6–25 | Stun: 4→16 | Critical: 832
Air: ○ | Down: —
Launch: — | Knockback: —
Fires bullets that explode on impact, staggering enemies hit. Use it fro
m the rear to support allies fighting on the front lines.

Secret Technique: Break Shoot — Incantation: —

Learning requirement: Reach level 49 | TP Cost: 24 | Hit Count: 1
Power: 300
Steel Body: 40 | Stun: 18 | Critical: 100
Airborne: ○ | Down: —
Launch: — | Knockback: ○
The bullets fired to the front are shrouded in fighting spirit and advance while piercing enem
The technique has a rather slow startup but boasts a high steel-body depletion value.

Skill: Shot Blast — Incantation: — | 地

Acquisition requirement: Reach level 51 | TP Cost: 26 | Hit Count: 4
Power: 103-63x3
Steel Body: 10→5×3 | Stun: 7→4×3 | Critical: 30→18×3
Aerial: — | Down: —
Launch: ○ Blow away | —
Shoot through the rock flicked up by the bayonet, attacking enemies in front with the sca
If used at close range, the first hit can launch the enemy into the air.

Secret Art: Rapid Pierci — Incantation: —

Acquisition Condition: Reach level 25 | TP Cost: 11 | Hit Count: 5
Power: 70→47×3→139
Copper body: 5×3→13 | Stun: 2→1×3→3 | Critical: 24→16×3→48
Airborne: — | Down: ○
Launch: — | Knockback: ○
Stab the target with the bayonet and continue firing in rapid succession. The final sho
and can also cause a down.

Secret Art: Raging Blast — Incantation: — | 地

Learning requirement: Reach level 47 | TP Cost: 27 | Hit Count: 3
Power: 80→130→190
Steel Body: 10→14→20 | Stun: 5→7→10 | Critical: 15→20→25
Air: — | Down: —
Launch: ○ Knockback | —
Leap backward and fire bullets into the ground; rocks will jut out from the impact poin
It's easier to hit if you keep about two dashes' worth of distance from the target.

Secret Art: Dark Razer — Incantation: — | 闇

Learning requirement: Reach level 53 | TP Cost: 30 | Hit Count: 5
Power: 83×5
Steel Body: 8×5 | Stun: 5×5 | Critical: 24×5
Airborne: — | Down: —
Launch: — | Knockback: —
The dark sphere released from the bayonet shoots forward, attacking e
nemies in front as it pierces through them. Note that it may not hit enemies that are in di

Special Skill: Howling Launcher

Acquisition Requirement: Reach Level 55				TP Cost	31
Incantation	–			Hit Count	1
Power	415				
Steel Body	42			Stun	30
Critical	20				
Airborne	–	Down	–		
Launch	–	Knockback	–		

A special skill that fires a magic projectile forward, which upon hitting spawns a shockwave in the shape of a beast. It combines long reach from any direction with high power

Secret Art: Phantom Call

Acquisition Requirement: Learned at Otherworld Rift — Nigel START (P.182)				TP Cost	–
Incantation	–			Hit Count	2
Power: 270–2380					
Steel Body	–			気絶	–
Critical	10→90				
Airborne	–	Down	–		
Launch	–	Knockback	–		

A bullet condensed with the power of darkness that causes a violent explosion. Like the starter move "Hide Shot", it can snipe the target no matter where they are.

Secret Art: E-Tragedy

Acquisition condition: Learn the ability "Special"				TP Cost	–
Incantation	–			Hit Count	16
Power	390→180×13→610×2				
Iron Body	–			Stun	–
Critical	55×13→15×2				
Airborne	–	Down	–		
Launch	–	Knockback	–		

A secret art in which a dark sword is thrust from the edge of the battle field to the center, then transforms into Hubnos to tear the enemy apart.

Strategy — Attack and support from the back of the party

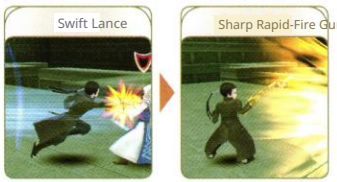
Use long-range attacks, healing arts, and support arts to back up allies from the rear. Combos have relatively few variations and are not suited to aerial combat. Focus on ground offense and defense, aiming for heavy single strikes that make use of high physical attack. Note that both types of healing arts heal allies within a magic circle that appears centered on the target; if an ally is outside that circle they will not be healed, so target the ally who most needs healing.

Support from allies is also necessary. Against powerful enemies like "Spoil Weapon," use "Bar"

Combos that can target from a distance

You can execute it from anywhere regardless of the distance to the enemy. Use it as a basic combo when attacking from long range. It becomes available from level 23 when you learn the secret technique "Brutal Hunt"; if all hits connect, it deals 11 hits.

Combo that causes a down



This combo incorporates the relatively slow-moving "Sharp Rapid Gun-Spear" and aims to knock the enemy down. Start from a close range where "Swift Spear" can land.

Combo that can connect into a Mystic Arte

When the enemy is downed by "Sharp Rapid Gun-Spear," finish by landing the Mystic Arte "Phantom Call." Begin from about one dash's distance; after "Swift Spear" hits, you should be close enough to the enemy.

The Mystic Arte can also be chained from "E-Tragedy," but if you use that one, it's easier to succeed if you activate Over Limit before starting the combo.

Style: Reinforce normal attacks and healing

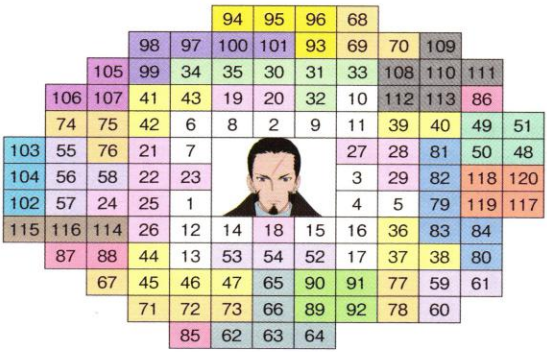
Strengthen the long-range, easy-to-use normal attacks by adding effects like poison or paralysis. Also set "Attack Faint" to make it easier to stun enemies. For rear support, recommended skills include "TP Save" to make healing artes easier to use and "Repair Plus" to increase healing amounts. For G bonuses, focus on either strengthening a weak artes attack or further boosting a high physical attack—choose one and acquire bonuses accordingly.

If you frequently use offensive arts, set something like "Earth Rise" to increase their power.

Recommended Abilities

Abilities	Commentary
Limit Break	Set it together with moves like "Paralyze Attack," and repeatedly perform normal attacks during Overlimits to inflict status abnormalities on enemies.
Attack Feint	A staple attacker ability that makes enemies easier to stun. Support allies with ranged attacks while aiming for stuns.
Repair Plus	The goal is to increase the amount of HP recovered. Healing arts target selected allies, so you should also equip "Repair Share" to increase your
Paralyze Attack	Continuously use normal attacks to aim for a paralysis status. At the same time, set "Poison Attack" as well and aim for both status ailments.
TP Save 1–2	Ricardo's healing arts consume a relatively large amount of TP. Until you've used them enough for the TP cost to decrease (p.124), you should se

Abilities that can be Learned



■When abilities become learnable

- Early stage
- Regnum Stalactite Cave (P.160)
- Obtain the title "Frozing Mercenary" at the Shopkeeper's Mansion (P.163) (After learning "Active Body" level 30, other abilities in the group become learnable) Ashihara Royal Tomb 21 (P.168)
- Obtain the title "Future Hunter?" at Kelm Volcano (P.179) (After learning "Repair Plus" level 48, other abilities in the group become learnable)
- Galbos Jungle (P.198)
- Obtain the title "Caring Older Brother" at Grigori Village/Ship Deck (P.202) (After learning "TP Save 1" level 61, other abilities in the group become learnable)
- Garden of Waiting for Gods 3 (P.216)
- Obtain the title "Worrying Man" at Sania Village/Mius Tribe Village (P.236) (After learning "Luck Custom" level 79, other abilities in the group become learnable)
- Game Clear
- From Garbos Jungle (P.198) onward, obtain the title "Veteran Sniper" (After learning "Magic Value" level 89, other abilities in the group become learnable)
- After clearing the game, obtain the title "Sniper King" (After learning "Appease" level 93, other abilities in the group become learnable
- From Ashihara Royal Tomb (P.168) onward, obtain the title "Combo Intermediate" (After learning "Aerial Jump" level 97, other abilities in the group become learnable)
- From Garden of Awaiting Gods ③ (P.216) onward, obtain the title "Combo Advanced" (After learning "Route Break" level 102, other abilities in the group become learnable)
- After clearing the game, obtain the title "Combo Master" (After learning "Tokugi Plus" level 105, other abilities in the group become learnable) From Ashihara Royal Tomb 2 (P.168) onward, obtain the title "Misunderstood One" (After learning "Lost Attack" level 108, other abilities in the group become learnable)
- From Garden of Awaiting Gods ③ (P.216) onward, obtain the title "Reaper Riding the Wastes of War" (After learning "Special" level 114, other abilities in the group become learnable)
- After clearing the game and obtaining the title "Strongest Mercenary" (By learning 117 "Runner 2", other abilities within the group ca

●List of Abilities (items in red are recommended on the left page)

Number	Ability Name	G Bonus AP			CP
1	Capacity Up 1	—	—	20	—
2	© Capacity Up 1	—	—	20	—
3	1 Burst Blow			30	1
4	① Earth Shield 1	Magic Defense	5	30	1
5	① Dark Shield 1			30	1
6	1 Infinity			210	3
7	Limit Break	Physical Attack	5	160	3
8	Attack Feint			60	1
9	1 Damage Limiter			120	1
10	① Poison Guard	Magic Defense	5	60	2
11	① Paralyze Guard			60	2
12	Earth Rise 1			30	1
13	Dark Rise 1	Magic Attack	5	30	1
14	< Speed Item 1			30	1
15	⑩ Guard Up 1			30	1
16	① M Guard Up 1	Physical Defense	5	30	1
17	◆ Sub Ex			360	1
18	◎ Capacity Up 1	—	—	20	—
19	Instant Spell	HP	50	120	1
20	Repair Share			120	2
21	Special Skill Plus			200	2
22	Repeat	Physical Attack	5	90	1
23	Rave Upper			30	1
24	Poison Attack			60	1
25	Paralyze Attack	Magic Attack	6	60	1
26	OVL Upper			30	1
27	① Weakness Guard			60	2
28	① Fear Guard	Physical Defense	6	60	2
29	① Stone Guard			60	2
30	< Active Body	—	—	150	3
31	① Feint Guard			150	2
32	Status Guard	HP	80	210	3
33	◆ Break HP Gain			60	2
34	End Repair TP1	TP	21	60	2
35	◆ Break TP Gain			60	2
36	Capacity Up 2	—	—	60	—
37	1 Burst Feint	Physical Defense	5	60	2
38	① Earth Shield 2			90	3
39	t Defense Value	Magic Defense	8	120	1
40	① Dark Shield 2			90	3
41	① Extend			150	2
42	Critical Burst	Art/Technique Attack	10	90	1
43	Speed Item 2			60	1
44	Heavy Shot			60	1
45	Earth Rise 2	Physical Attack	10	90	1
46	Dark Rise 2			90	1
47	Attack Value			120	1
48	Repair Plus	—	—	150	2
49	① Defense Burst			150	1
50	① Guard Up 2	HP	150	60	1
51	End Repair HP1			60	2
52	◎ Capacity Up 2	—	—	60	—
53	1 Magic Burst	Physical Attack	5	150	2
54	< Runner 1			210	2
55	Counter Strike			90	1
56	Counter Feint	TP	60	30	1
57	Dash Cancel			360	3
58	Jump Cancel			330	2
59	M Guard Up 2			60	1
60	1 Resist Burst	Physical Defense	10	150	1
61	① All Guard			120	3

Number	Ability Name	G Bonus AP			CP
62	TP Save 1	—	—	120	2
63	◆ Counter Repair HP	HP	90	30	1
64	End Repair HP2			120	3
65	Counter Repair TP	Magic Attack	8	30	1
66	End OVL Gain			60	1
67	Capacity Up 3	—	—	240	—
68	Burst Absorb			120	3
69	1 Damage Protector	Physical Defense	27	210	3
70	Earth Shield 3			150	5
71	Earth Rise 3			150	2
72	Dark Rise 3	術 Atk	21	150	2
73	1 Magic Custom			150	3
74	① Attack Custom			150	3
75	End Repair TP 3	HP	100	180	3
76	Speed Item 3			90	1
77	Risk Resist	Magic Defense	23	120	1
78	Dark Shield 3			150	5
79	Luck Custom	—	—	150	1
80	Capacity Up 3	—	—	240	—
81	Defense Custom	Physical Defense	15	150	3
82	① Guard Up 3			90	2
83	Resist Custom	Magic Defense	21	150	3
84	① M Guard Up 3			90	2
85	Capacity Up 4	—	—	999	—
86	● Capacity Up 4	—	—	999	—
87	Get Angry	術 Atk	20	340	2
88	Ex Cancel			30	1
89	Magic Value	—	—	120	1
90	① Resist Value			120	1
91	Lost Resist	Magic Defense	10	90	1
92	End Repair TP2			120	3
93	Abyss	—	—	340	2
94	1 damage			400	1
95	Quarter Damage	HP	194	320	1
96	Half Damage			240	1
97	◆ Aerial Jump	—	—	30	1
98	1 Attack Burst			150	2
99	Risk Attack	Physical Attack	8	120	2
100	Counter Rave			30	1
101	Risk Defense	Physical Defense	4	120	1
102	Route Break	—	—	90	2
103	Higi Plus			280	3
104	Ougi Plus	Physical Attack	25	440	4
105	Special Skill Plus	—	—	200	2
106	Higi Plus			280	3
107	Ougi Plus	Physical Attack	26	440	4
108	Lost Attack	—	—	90	1
109	◎ Capacity Up 2	—	—	60	—
110	Overdrive			90	4
111	Lost Defense	Physical Defense	5	90	1
112	Lost Repair HP			90	3
113	Lost Repair TP	HP	100	90	3
114	Special	—	—	30	1
115	All Erase			300	4
116	TP Save 2	TP	42	220	4
117	Runner 2	—	—	960	7
118	Capacity Up 4	—	—	999	—
119	Capacity Up 4	—	—	999	—
120	Capacity Up 4	—	—	999	—

Ricardo Soldato

Hermana Larmo

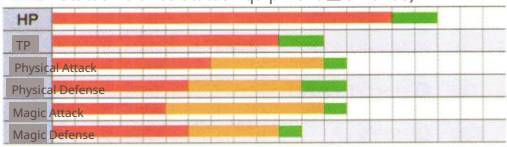
Ermana Larmo

Boasts exceptional HP He has the highest HP a mong all characters, and the second-highest physi cal defense after Luca. Using his fists as weapons, he i s an attacker who engages in close combat with outst anding physical attack. However, his magic defense is below average, and taking magic attacks can be a sev ere blow. In addition to improving stats through equi pment, G bonuses, and titles, don't forget to strength en his elements with items like the "Flare Mantle".

Level-based status data

LV	LV17	LV20	LV30	LV40	LV50	LV100	LV150	LV200
HP	1053	1181	1608	2035	2462	4582	6007	7432
TP	75	85	117	149	180	337	412	487
Physical Attack	53	59	79	99	119	218	278	338
Physical Defense	42	48	66	84	102	191	246	301
Magic Attack	31	35	49	63	77	146	191	236
Magic Defense	45	51	69	87	105	194	249	304

Status Balance Status Equipment G Bonus)



Title Data

Title Name	Acquisition Conditions	HP	TP	Physical Attack	Physical Defense	Magic Attack	Ma
Combo Beginner	Achieve 10 or more combos during battle	–	10	–	–	–	–
Combo Intermediate	Achieve 30 or more combos during battle	–	20	–	–	–	–
Combo Advanced	Achieve 60 or more combos during battle	–	30	–	–	–	–
Combo Master	Achieve 100 or more combos during battle	–	40	–	–	–	–
Berserk	Defeated in battle 250 times or more on "Unknown" difficulty	–	–	25	–	25	–
Fighting-Girl	Reached level 10	100	5	–	–	–	–
Close-Combat Girl	Reached level 30	200	10	–	–	–	–
Martial Girl	Reached level 60	300	15	–	–	–	–
Master Girl	Reached level 100	400	20	–	–	–	–
Champion	Win the Arena single match (p.286)	–	–	10	10	10	10
Street Children	Early stage	–	–	–	–	–	–
Reincarnated Dragon God	Early stage	–	–	–	5	–	–
Dozing Girl	Shopkeeper's Mission (P.163)	–	–	–	–	–	5
Landmine Girl	Kelm Volcano (P.179)	–	–	5	–	–	–
A promising girl	Kelm Volcano (P.179)	–	–	–	–	5	–
Like a dog	Galpos Orchard START (p.196)	–	–	–	10	–	–
The Worshipped One	Galpos Jungle (p.198)	–	–	10	–	–	–
Luca's Guardian	Grigori Village / Ship Dock (P.202)	–	–	–	–	–	10
Problem	Remless Marsh / Supply Base Town (p.206)	–	–	–	–	10	–
Daughter with a Child	Sania Village / Myus Tribe Village (P.236)	–	–	–	10	–	10
Cian's Friend	Sania Village / Myuce Tribe Village 2 (p.236)	–	–	–10	20	–	–
Hard Worker	Clear Sub-Event 028 (p.263)	100	10	–	–	–	–
Tropical Girl	Clear Sub-event 056 (p.266)	–	–	5	5	5	5
Gothic Lolita Girl	Clear Sub-event 062 (p.267)	150	20	–	–	–	–
Membership Number 0005	Clear Sub-event 064 (p.267)	–	50	–	–	–	–
Hero of Justice	Clear Sub-event 066 (p.267)	350	–	–	–	–	–
Free Girl	Clear Subevent 090 (P.270)	450	–	–	–	–	–
Beloved Girl	Clear Sub-event 113 (p.273)	300	30	–	–	–	–
Cat-eared Girl	Clear Sub-event 134 (p.276)	100	20	10	–10	–	–
Dragon Deity Who Witnessed the Heavenly Realm — Child Chef	Clear Sub-event 146 (p.277)	300	–	–	15	–	–
	Clear Sub-event 173 (p.281)	–	30	–	–	–	–
–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–

Normal Attacks & Guard Counters Start attacking after diving into the enemy's close range

Mid-level attacks 1–2 have quick startup but their reach is quite short. While low and high attacks can hit from roughly the distance of two characters, that still doesn't count as sufficient reach. Use normal attacks at very close range, practically pressed against the enemy. The free-run attack, ideal for bringing the fight into close quarters, strikes all enemies within a 180-degree forward arc and finishes by thrusting a fist forward.

To launch enemies into the air, any of the guard counters can be used to aim for an aerial combo.

Normal Attacks & Guard Counter Data

Arts/Skills Features a wide selection of fast-executing techniques

Most techniques have quick startup and are characterized by forward attacks. Many moves launch enemies into the air or can be performed while airborne, making aerial combos easy to attempt. Another selling point is the abundance of six moves that can knock enemies down. However, most have short reach, so you need to be very close—almost touching—when attacking. Outside of offense, you'll also want to make use of the "Lover Item" (steal items from enemies).

If your HP drops, recover from the enemy's skill". Move away ensure safety and use "Heal

• Technique Data

Beginner Spell: Sharpness — Support — Cast Time 2.3 sec

Acquisition Requirement: Reach Level 2				TP Cost	14	Hit count	—
Effect	For 30 seconds, increases one ally's physical attack by 30%						
Bronze Body				Stun	—	Critical	—
Airborne	—	Down	—	A support spell ideal for physical-attack-focused allies, including the caster. It increases one ally's physical attack for 30 seconds.			
Launch	—	Knockback	—				

Basic Art: Barrier — Support — Casting 1.6s

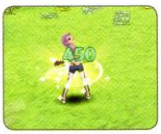
Acquisition condition: Reach level 19				TP Cost	10	Hit Count	—
Effect: Increases one ally's physical defense by 30% for 30 seconds							
Bronze Body Stun				—		Critical—	
Airborne	—	Down	—	Raises one ally's physical defense, reducing damage taken from physical attacks. Use this in battles against powerful enemies.			
Launch	—	Knockback	—				

Basic Skill: Resist — Support — Casting Time: 2.5 seconds

Acquisition Requirement: Reach level 28				TP Cost	10	Hits	—
Effect: Increases one ally's magic defense by 30% for 30 seconds							
Steel Body Stun				—		Critical	—
Airborne	—	Down	—	Raises one ally's magic defense. This helps Elmana overcome her own weakness. Effective in boss fights where the boss frequently uses magical attacks.			
Launch	—	Knockback	—				

Beginner Skill Pico H — Casting Time: 1.4 seconds

Learning Requirement: Reach Level 21				TP Cost	4	Hit Count	1
Power	100(※1)						
Bronze Body				Stun	—	Critical: 100	
Airborne	—	Down	—	A spell that drops a gigantic hammer from above the target's head and can inflict stun. The higher Elmana's level is relative to the target, the easier it is to stun t			
Launch	—	Knockback	—				



特技 **Healing Skill** — Recovery — Incantation —

Acquisition Condition: Usable from the start				TP Cost	8	Hit Count	—
Effect: Restores the user's HP by 15% of their maximum							
Steel Body —				Stun	—	Critical -	
Airborne	—	Down	—	Gathers Ki to restore approximately 15% of the user's HP. Heals less than "			
Launch	—	Knockback	—	First Aid," but has the advantage of requiring no casting.			

Technique: Rover Item — Incantation —

Acquisition Condition: Usable from the start				TP Cost	2	Hit Count	1
Power 90 / Steals an item from the enemy(2)							
Steel Body 5				Stun	13	Critical: 100	
Airborne	—	Down	—	Charges forward to deal damage while stealing an item from the enemy. Success rate can be increased by raising Luck or equipping the "Snatch" ability.			
Launch	—	Knockback	—				

Flower: Gargo — Incantation —

Acquisition Condition: Usable from the start				TP Cost	3	Hit Count	1
Power	115						
Bronze Body	12			Stun	7	Critical 60	
Airborne	○	Down	—	Performs a quick flying knee strike forward. After this, it is possible to chain into any secret techniques or mystic artes that can be executed in midair.			
Launch	○	Knockback	—				

特技 **Phantom Will Fist** — Incantation —

Acquisition Condition: Usable from the start				TP Cost	5	Hit Count	3
Power	120						
Steel Body 10				Stun	7	Critical: 100	
Airborne	—	Down	—	Dashes forward while throwing a full-force right straight. Ideal for closing in on enemies about one dash's distance away while attacking.			
Launch	—	Knockback	—				

Technique: Rend — Incantation —

Learning Requirement: Reach Level 21				TP Cost	7	Hit Count	6
Power	18×5→36						
Steel Body 1×5→2				Stun	1×5→6	Critical 20×5→62	
Airborne	—	Down	—	Delivers a rapid series of quick punches, finishing with a left straight. This attack can hit up to 6 times, making it the multi-hit special with the most hits.			
Launch	—	Knockback	—				

特技 **● Twin Fan** — Incantation —

Acquisition Condition: Reach level 25				TP Cost	8	Hit Count	2
Power	60→100						
Steel Body 4-10				Stun 4–6		Critical	16→24
Airborne	—	Down	—	Strike downward with a fist, then follow up with a jump upper to launch the enemy in			
Launch	○	Knockback	—	This skill can be used as the starting point for an air combo.			

Note 1: Calculate "(Ermana's level − target's level) + 2 + 30" and apply ability effects; this grants up to a 50% chance to stun the enemy. Note 2: For steal success rates, see p.03

特技 Crushing Kick

Incantation —

Acquisition Requirement: Reach level 28 | TP Cost 10 | Hit Count 1

Power 140 | Steel Body 18 | Stun 9 | Critical: 80

Airborne ○ | Down ○ | Launch — | Knockback —

Perform a backward somersault forward and drive a heel drop into th e enemy to deal damage. The advantage is that a hit can knock the target down.

Skill: Shock Botto

Incantation —

Acquisition Requirement: Reach level 32 | TP Cost 12 | Hit Count 1

Power 185 | Steel Body 14 | Stun 12 | Critical: 100

Airborne — | Down — | Launch ○ Blow away | —

Strike the ground with such force that a shockwave is generated to attack enemies. The shockwave launches surrounding enemies along with you, allowing you to chain mo

特技 ● Explodin

Incantation —

Acquisition condition: Reach level 36 | TP Cost 14 | Hit Count 3

Power 70×3 | Steel Body 5×3 | Stun 4×3 | Critical 20×3

Airborne — | Down — | Launch — | Knockback —

Rush forward while delivering three consecutive straight punches with l eft and right fists. If you want to land all 3 hits, use it from a position close to the enemy.

特技 ● Hawk Claw Kick

Incantation —

Acquisition condition: Reach level 38 | TP Cost 14 | Hit Count 1

Power 215 | Steel Body 15 | Stun 10 | Critical 120

Airborne ○ | Down — | Launch — | Knockback —

Stomps on the enemy from the air. When used on the ground, you jump forward and then per to execute it; when used from the air, you fall vertically.

Secret Technique: F

Incantation —

Acquisition condition: Reach level 19 | TP Cost 6 | Hit Count 3

Power 73×3 | Steel Body 6×3 | Stun 3×3 | Critical 40×3

Airborne ○ | Down — | Launch ○ | Knockback —

An attack that performs three consecutive aerial roundhouse kicks, useful for follow-up attacks When executed from the ground, the attack is performed after jumping.

秘技 ● Rekkōdan

Commercial chain

Learning condition: Reach level 26 | TP Cost 10 | Hit Count 6

Power 35×6 | Steel Body 4×6 | Stun 3×6 | Critical 10×6

Airborne ○ | Down — | Launch — | Knockback —

Releases fighting spirit energy toward the target. After hitting, distance from the enemy increas choose a subsequent special move with long reach to follow up.

秘技 Rinbu Senpū (Whirlwind Waltz)

Incantation —

Acquisition Requirement: Reach level 35 | TP Cost 13 | Hit Count 1

Power 250 | Bronze Body 24 | Stun 16 | Critical 120

Airborne ○ | Down — | Launch — | Knockback —

Performs a small jump and delivers a spinning kick. It has the effect of dra wing enemies in, and the attack reaches about one character-length beyond the toes.

Secret Technique: Shishi Senkō (Lion's War Cry)

Incantation —

Learning Requirement: Reach Level 39 | TP Cost 18 | Hit Count 1

Power 290 | Steel Body 33 | Stun 10 | Critical 60

Airborne ○ | Down ○ | Launch — | Knockback ○

On the ground fires combative energy straight ahead; in the air fires i t diagonally downward. It knocks the target back and then down, so it's useful for distancing

Tax Ex Tided Tenga

Incantation —

Acquisition Requirement: Reach Level 43 | TP Cost 19 | Hit Count 1

Power 310 | Steel Body 28 | Stun 9 | Critical 180

Airborne ○ | Down ○ | Launch — | Knockback —

A diving flying kick that descends toward the ground. Because it comes ou t faster from the air, incorporate it into aerial combos.

1 Goryūsen

Incantation —

Acquisition requirement: Reach level 46 | TP Cost 21 | Hit Count 5

Power 62×5 | Bronze Body 6×5 | Stun 3×5 | Critical 20×5

Airborne ○ | Down — | Launch — | Knockback —

Charges forward in low flight with a fist thrust. The landing recovery is slow, and it only links int and "Hien Leg".

Ermana Larrão

秘技 **Exploding Tooth Bomb** — Incantation —

Acquisition condition: Reach level 48 — TP Cost 22 — Hit Count 12

Power 21×11→99

Steel Body 1×11→9 — Stun 1×11→9 — Critical 7×11→23

Airborne — Down — — Launch — Knockback —

A 12-hit consecutive attack that follows a flurry of fierce punches with a lef t straight. Recommended as a combo when you want to increase the number of hits.

秘技 **Hawk-Claw Thunder Kick** — Incantation — 雷

Learning requirement: Reach level 53 — TP Cost 24 — Hit Count 7

Power 74×4→31×3

Steel Body 6×4→2×3 — Stun 6×4→2×3 — Critical 28×4→12×3

Airborne ○ Down — Launch ○ Knockback —

An attack executed along the same trajectory as "Hawk-Claw Kick." This one has lightning attributes and is so fast that, when used in the air, it can be linked from normal at

Ultimate: Celestial Soaring Dragon Divine Kick — Incantation —

Acquisition Condition: Reach Level 23 — TP Cost 10 — Hit Count 5

Power 85→60×4

Steel Body 8→6×4 — Stun 3→2×4 — Critical 40→15×4

Airborne ○ Down — Launch ○ Knockback —

Chase enemies launched by the roundhouse kick with consecutive kicks . Usable at the level when this mystic art is learned and can be linked from all techniques

Deep-Region Mountain-Shattering Rock Strike — Incantation — 地

Acquisition Requirement Reach level 30 — TP Cost 14 — Hit Count 1

Power 350

Copper Body 35 — Stun 14 — Critical 20

Airborne — Down — Launch ○ Knockback —

It digs up the ground and hurls a boulder forward. Its range is about the d istance of one dash, and it can be used to keep approaching enemies at bay.

Secret Art: Soaring Kir — Incantation —

Acquisition requirement: Reach level 41 — TP Cost 21 — Hit Count 4

Power 108→36→72→144

Steel Body 11→4→7→14 — Stun 6→2→4→7 — Critical 30→10→20→40

Airborne ○ Down ○ Launch ○ Knockback —

Use a jumping upper to lift the enemy, then follow up and drive them i nto the ground with a heel drop. It's good to use when you want to secure a down.

Special Move: Renga H — Incantation —

Acquisition Requirement: Reach Level 45 — TP Cost 23 — Hit Count 8

Power 24×5→80×3

Steel Body 2×58×3 — Stun 2×5→5×3 — Critical 7×5→22×3

Airborne — Down — Launch ○ Knockback —

A secret art that links from Renyadan to Hien Renkaku. The technique comes out quickly and has many hits, making it easy to incorporate into ground combos.

Special Move: Shishi H — Incantation —

Acquisition Requirement: Reach Level 50 — TP Cost 26 — Hit Count 4

Power 76×3→152

Steel Body 9×3→19 — Stun 3×3→5 — Critical 20×3→40

Airborne — Down ○ Launch — Knockback ○

After unleashing a three-hit rushing straight combo similar to "Bakuryu Fist," it releas . It blasts hit enemies far away and knocks them down.

Secret Art: Dragon F — Incantation — 火

Acquisition Requirement: Reach Level 52 — TP Cost 26 — Hit Count 1

Power 400

Steel Body 34 — Stun 21 — Critical 140

Airborne ○ Down ○ Launch — Knockback —

An attack you want to target at enemies weak to fire. The move's reach and trajectory are simila and can be used in the same way.

Secret Art: Illusory Ren — Incantation —

Acquisition Requirement: Reach Level 55 — TP Cost 29 — Hit Count 11

Power 25×10→120

Steel Body 2×10→15 — Stun 2×10→10 — Critical 6×10→40

Airborne — Down — Launch ○ Knockback —

Bombards with punches at furious speed, gradually lifting the enemy and finishing with an upperc Bring this in at the end of combos to rack up hit counts.

Secret Art: Purgatory Blazing Sky Shock Wave — Incantation —

Acquisition Requirement: Reach level 57 — TP Cost 30 — Hit Count 5

Power 85×5

Steel body 7x5 — Stun 4x5 — Critical 24×5

Air ○ Down — Launch — Knockback —

A technique that releases battle energy from the air toward the ground. If you incorporate it int use it while airborne since it comes out quickly.

Secret Art: Ryuga Tenke

Incantation —

Acquisition Conditions: Interstice of Another World - Nīgeru START (P.182) learned

TP Cost —

Hit Count 2

Power 620–2480

Bronze Body

Stun —

Critical 20→80

Airborne —

Down —

Launch —

Knockback ○

When the forward jump punch hits, follow up with an uppercut to se nd the enemy soaring high, then deliver a powerful blow that knocks the enemy far away.

Four Sacred Dragons' R

Incantation —

Acquisition Conditions: Use the ability "Special"

TP Cost —

Hit Count 1

Power 3800

Copper body

Stun —

Critical: 100

Airborne —

Down —

Launch —

Knockback —

After transforming into Vritra, releases a powerful sphere of light. The initiating mo has sho reas but comes out quickly enough to be chained from normal attacks.

Strategy — Attack while closing the distance and drive in punches

Elmarna, who has no offensive arts and is nearly in capable of ranged attacks, begins combat by engagin g in close-quarters fighting with her bare fists. When approaching an enemy, generally use free-run attack s. Take advantage of her being the fastest-moving ch aracter to quickly close in on foes.

If the distance to the target is about the length of one da sh, use special moves like "Genryu Fist" or "Bakuryu Fist" to rapidly close the gap, and then chain into a secret art or fin isher. She can use supportive arts such as "Sharpness" and "Barrier," so when facing a powerful enemy, strengthen yo urself with these before engaging in close combat.

When the distanc e is roughly one d ash away, it can al so be effective to a mbush with "Hawk Claw" or

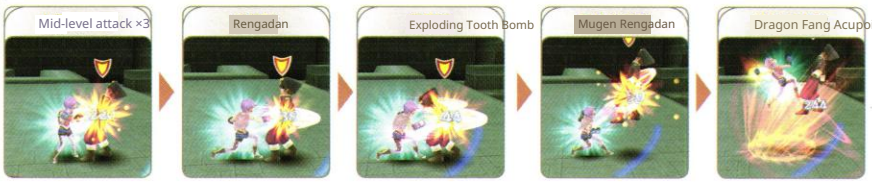
"Shishi Senkou" (Lion's Roar), whi ch knocks enem ies away and kn ocks them down, is ideal for escaping from

Low-TP combo available from level 23

Use the secret art "Tenshoryuujin Kyaku," learned at level 23, to ch ain into an ultimate secret technique. The ultimate secret can conn ect to either "Ryuga Tenketsu Sen" or "Seiryu Houten 'Retsu'." Also, after getting special moves, attacks like "Genryuken" or "Rengadan."

If Over Limits is activated, you can repeat the same combo once mo re in the air. If you do not activate Over Limits, it's also fine to chan ge the special move to attacks like "Genryuken" or "Rengadan."

"A combo focused on hit count



Use combos that emphasize hit count; these can be performed when pressed close to an enemy. If you have Overlimits available and you c orner the enemy at the edge, after using "Mugen Renga-dan" activate Overlimits and perform the "Ame Uzura". This should let you rack up around 100 hits.

combo again. If the enemy is stunned midway, perform the same c ombo one more time, then after "Mugen Renga-dan" unleash the Mystic Arte "Ryuga Ten Ame".

Increase hit count further with Style Abilities

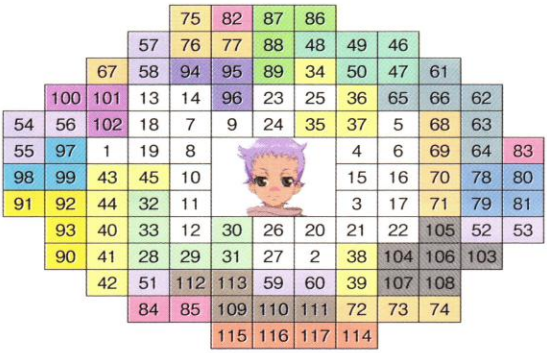
Try to learn skills like "○○ Plus" and "Repeat" early so you can use more of your main attacks — normal strikes and techniques. Once your chain count grows, Elmana alone can pull off combos that exceed 200 hits (p.106). In addition to those, equip versatile abilities such as "Destroy," which makes it easier to wear down enemy guard, and "Runner," which further enhances excellent movement speed.

I'd also like to include things like "M Guard Up" that cover weaknesses such as magic defense.

Recommended Abilities

Abilities	Commentary
○○ Plus	Immediately after joining, you can learn "Combo Plus" and "Tokugi Plus". You should also learn "Infinity" to obtain a G bonus of +6 to physical attack. For each "○○ Plus" you equip, you become able to repeatedly use the same skill. Learn "Limit Break" as well to gain +21 TP. With "Attack Feint" and certain other abilities acquired, it becomes possible to repeatedly aim for stun through combos.
Repeat	
Attack Feint	
set Speed Items 1–3	When using the following "Gummi Master," in advance. Replace them each time more effective ones are unlocked.
Gummi Master	Gummy-type items such as "Apple Gummy" and "Lemon Gummy" have their effects doubled. It is a good idea to equip them when facing powerfu

Abilities that can be Learned



When abilities become learnable

- Early stage
- Oba's Mansion (shop owner's residence) (P.163) — 「ラッ obtain the title "Sleepy Girl" (with the skill "Key Keep" learned at 28, other abilities within the group can be learned)
- Obtain the title "Promising Girl" at Kelm Volcano (p.179) (When you learn 46 "Lost Repair HP", other abilities within the group can be learned)
- Galpos Jungle (P.168)
- Obtain the title "Luca's Protector" at Grigori Village/Ship Deck (P.202) (After learning 61 "End OVL Gain", other abilities within the group can be learned)
- Garden of Awaiting Gods 3 (P.216)
- Obtain the title "Mothered Daughter" at Sania Village/Myus Tribe Village (P.236) (After learning 78 "Phoenix", other abilities within the group can be learned)
- Game Clear
- From Galpos Jungle (P.198) onward, obtain the title "Approaching Battle Maiden" (After learning 86 "Heavy Shot", other abilities within the group can be learned)
- After clearing the game, obtain the title "Master Maiden" (After learning 90 "Appease", other abilities within the group can be learned)
- From Ashihara Royal Tomb? (P.168) onward, obtain the title "Combo Intermediate" (After learning 94 "Higi Plus", other abilities within the group can be learned)
- From Garden of Waiting for the Gods (P.216) onward, obtain the title "Combo Advanced" (After learning 97 "Combo Plus", other abilities within the group can be learned)
- After clearing the game, obtain the title "Combo Master" (After learning 100 "Special Skill Plus", other abilities within the group can be learned)
- From Ashihara Royal Tomb (P.168) onward, obtain the title "Righteous Hero" (After learning 103 "Aerial Jump", other abilities within the group can be learned)
- From Garden of Waiting for the Gods (P.216) onward, obtain the title "Dragon God Who Witnessed the Celestial Realm" (After learning 109 "Special", other abilities within the group can be learned)
- After clearing the game, obtain the title "Champion" (After learning 114 "Runner 2", other abilities within the group can be learned)

● Ability list (items in red are those recommended on the left page)

Number	Ability Name	G Bonus	AP		CP
1	Capacity Up 1	—	—	20	—
2	© Capacity Up 1	—	—	20	—
3	Capacity Up 1	—	—	20	—
4	Burst Blow	Physical Defense 60		30	1
5	Invalid Attack			60	1
6	⑩ Invalid Magic			60	1
7	Infinity	Physical Attack 6		210	3
8	Combo Plus			150	2
9	Special Skill Plus			200	2
10	1 Instant Spell	Magic Attack 6		120	1
11	Snatch 1			30	1
12	Runner 1			210	2
13	1 Limit Break	TP	21	160	3
14	Rebeat			90	1
15	Damage Limiter	Physical Defense 5		120	1
16	① Lucky Avoid			120	1
17	① Guard Up 1			30	1
18	Attack Feint	Magic Attack 5		60	1
19	Critical			30	1
20	① Magic Avoid	Magic Defense 8		120	1
21	⑩ M Guard Up 1			30	1
22	Sub-Ex			360	1
23	OVL Upper	HP 62		30	1
24	Rave Upper			30	1
25	Break HP Gain			60	2
26	Break TP Gain	Physical Attack 5		60	2
27	Speed Item 1			30	1
28	Lucky Keep	—	—	120	2
29	Defense Burst	HP 132		150	1
30	Active Body			150	3
31	◆End Repair HP1			60	2
32	Q1 Extend	Physical Attack 5		150	2
33	TP Save 1			120	2
34	Capacity Up 2	—	—	60	—
35	Burst Feint	Magic Defense 8		60	2
36	Resist Value			120	1
37	① Guard Up 2	Magic Defense 6		60	1
38	1 Resist Burst			150	1
39	① M Guard Up 2			60	1
40	Critical Burst	Magic Attack 5		90	1
41	Snatch 2			60	1
42	Speed Item 2			60	1
43	Counter Feint	Physical ATK 6		30	1
44	Heavy Attack			90	5
45	Counter Rave			30	1
46	Lost Repair HP	—	—	90	3
47	Capacity Up 2	—	—	60	—
48	Counter Strike	HP 149		90	1
49	Defense Value			120	1
50	Counter Repair HP			30	1
51	Capacity Up 2	—	—	60	—
52	Damage Protector	HP 164		210	3
53	① Element Avoid			180	1
54	Overdrive	Magic Attack 5		90	4
55	Attack Value			120	1
56	Down 1			60	2
57	Lost Attack	Physical Attack 6		90	1
58	Risk Attack			120	2
59	Lost Repair TP	TP	15	90	3
60	Counter Repair TP			30	1

Number	Ability Name	G Bonus		AP	CP
61	End OVL Gain	—	—	60	1
62	Route Break	TP	45	90	2
63	End Repair TP1			60	2
64	? TP Save 2			220	4
65	Gummi Master	HP	223	270	3
66	End Repair HP2			120	3
67	Capacity Up 3	—	—	240	—
68	Capacity Up 3	—	—	240	—
69	All Erase	HP	186	300	4
70	Defense Custom			150	3
71	① Guard Up 3			90	2
72	Resist Custom	Magic Defense 12		150	3
73	① M Guard Up 3			90	2
74	Luck Custom			150	1
75	Destroy	HP	81	160	3
76	Burst Absorb			120	3
77	Speed Item 3			90	1
78	◆Phoenix	—	—	540	5
79	① Enduro	Physical Defense 45		480	9
80	① Attack Custom			150	3
81	Get Angry			340	2
82	◎ Capacity Up 4	—	—	999	—
83	◎ Capacity Up 4	—	—	999	—
84	1. Invalid All	HP	121	920	14
85	Ex Cancel			30	1
86	1 Heavy Shot	—	—	60	1
87	Snatch 3	Physical Defense 8		90	2
88	Attack Burst			150	2
89	◆Revival			360	4
90	Appease	—	—	340	2
91	? 1 Damage	TP	42	400	1
92	Quarter Damage			320	1
93	? Half Damage			240	1
94	Higi Plus	—	—	280	3
95	Dash Cancel	Art/Technique Attack 10		360	3
96	◆ Jump Cancel			330	2
97	Combo Plus	—	—	150	2
98	Ougi Plus	Physical ATK 15		440	4
99	Down 2			150	2
100	Special Skill Plus	—	—	200	2
101	Higi Plus	Physical Attack 20		280	3
102	Ougi Plus			440	4
103	Aerial Jump	—	—	30	1
104	Survive	Physical Defense 10		360	4
105	Lost Defense			90	1
106	Risk Defense			120	1
107	Lost Resist	Magic Defense 6		90	1
108	Risk Resist			120	1
109	Special	—	—	30	1
110	① Anti-Magic	Magic Defense 32		540	5
111	◆Repair Plus			150	2
112	End Repair TP2	Magic Attack 26		120	3
113	◆End Repair HP3			180	3
114	Runner 2	—	—	960	7
115	© Capacity Up 4	—	—	999	—
116	Capacity Up 4	—	—	999	—
117	Capacity Up 4	—	—	999	—

Challenge a 99 9-combo!

By completing combos and racking up hit counts, you can earn titles and trophies, and the record will be saved. Use abilities and Rave attacks to link combos and challenge the hit-count limit.

The point is to keep enemies stunned

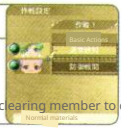
By repeatedly using the same combo to keep enemies stunned try to reach the maximum hit count of 999 Hits.

To achieve 999 Hits with this method, the following preparations are necessary. Among these, the ability "1 Damage" requires level 100 or higher, and some of the "Special Skill Plus" and "Technique Plus" abilities cannot be learned unless you perform combos of 100 Hits or more. Combos of over 100 Hits can be accomplished by equipping "Combo Plus" to increase the number of consecutive normal attacks, and by using hit-count-focused combos like the ones on p.103.

Preparations before battle

① Leave only one enemy alive

Have only the combo member equipped with "1 Damage" and a clearing member who eliminates troublesome enemies participate in the battle, and use the clearing member to defeat all enemi



② Switch characters to start the combo

Switch control to the combo member and set the clearing member's strategy. Enemies like cult special mages, which are less to use anger attacks, are recommended.

Pre-battle Preparations

Rave to equip

A setup to recover the TP consumed by repeatedly using skills. TP will continue to drop immediately after starting the combo, but as the Rave gauge level increases, recovery will eventually exceed consumption.

LV.1	Rave Up 1
LV.2	Divine Breath 2
LV.3	Relax 3
LV.4	TP Charge 4

Abilities to Equip

Use "○○ Plus" and "Repeat" to increase the number of actions and allow repeating the same skill in succession, and use "Attack Feint" to make it easier to stun enemies. "1 Damage" is essential for suppressing the damage dealt. Combo Plus ×2 Attack Feint Special Skill Plus ×2 TP Save 2–3 Skill Plus ×2 Rave Upper Repeat 1 Damage

Allied Tactics

Set the tactics for allied characters who join in battle as follows. If you set the tactics for allies, their attacks may send enemies flying and break your combo, so configure them appropriately.

Priority Action	Do Nothing
Target Condition	Self
Self Condition	No conditions

Combo aimed at reaching 999 hits

Combo 1 for Spada

Middle-row attack ×5 → "Scattered Sand Rain" ×3 → "Claw Dragon Continuous Fang Slash" ×3 in succession; if the enemy is stunned, return to the start and simply repeat the same combo. If the enemy is not stunned, follow up with "Beast Roar Thunder Wave" to stun them, then

Combo 2 (in the case of Elmana)

Recommended combo that can reach 999 hits in a short time. Chain the combo up to "Explosive Fang Bullet" ×3; if the enemy is stunned, return to the initial sequence. "Dreamlike Continuous Fang Rise" is a backup for when "Explosive Fang Bullet" ×3 fails to stun.

9 Kyukyu Seleznewa

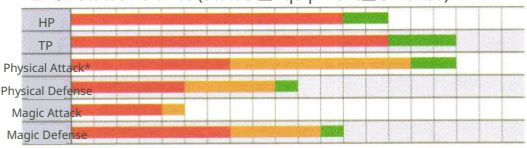
Notable for high physical attack and TP

The character's originally excellent physical attack and TP also grow well when leveling up, and when strengthened through equipment and G bonuses they can reach extremely high values. As a melee attacker who excels at close-range attacks, they will likely serve as a party's main source of damage. On the other hand, physical defense is quite low based on stats alone. Prioritize reinforcing this.

Level-based status data

LV	LV30	LV40	LV50	LV70	LV100	LV150	LV200
HP	1211	1553	1895	2579	3594	4789	5984
TP	171	217	263	355	490	595	700
Physical Attack	76	97	118	160	222	287	352
Physical Defense	55	71	87	119	166	216	266
Magic Attack	45	58	71	97	135	175	215
Magic Defense	80	99	118	156	212	272	332

Status Balance (Status ■Equipment■G Bonus)



※: Equipment values are calculated excluding "Hasta no Yari".

・Title Data

Title Name	Acquisition Conditions	HP	TP	Physical Attack	Physical Defense	Magic Attack	Magic Defense
Combo Beginner	Achieve 10 or more combos during battle	–	10	–	–	–	–
Combo Intermediate	Achieve 30 or more combos during battle	–	20	–	–	–	–
Combo Advanced	Achieve 60 or more combos during battle	–	30	–	–	–	–
Combo Master	Achieve 100 or more combos during battle	–	40	–	–	–	–
Berserk	Defeated in battle 250 times or more on "Unknown" difficulty	–	–	25	–	25	–
Broken Speech Adventurer	Early stage	100	–	–	10	–	10
Novice Archaeologist	Early stage	200	10	–	–	–	–
Veteran Archaeologist	Reached level 60	300	15	–	–	–	–
Treasure Hunter	Reached level 100	400	20	–	–	–	–
King Battler	Win the Arena single match (p.286)	–	–	10	10	10	10
Mysterious Girl	Early stage	–	–	–	–	–	–
Visitor from Another World	Early (New Game+)	–	30	10	–	–	–
Soldier	Otherworld Rift - Nigel (p.182)	–	–	10	–	–	–
Clingy Pervert	Battleship Ravender (P.189)	–	–	–	–	–	10
Observer of the World	Grigori Village / Ship Dock (P.202)	–	–	–	10	–	–
Thoughtful Young Lady	Sania Village / Myuth Tribe Settlement (p.236)	–	–	10	–	–	10
Cute Bunny	Clear Sub-event 054 (p.266)	100	10	–	–	–	–
Elusive	Clear Sub-event 055 (p.266)	–	10	5	–	–	–
A Goddess Who Descended onto the Sandy Beach	Clear Subevent 056 (p.266)	–	–	5	5	5	5
Visitor	Clear Subevent 063 (P.267)	–	10	–	–	–	5
Membership number 0007	Clear Subevent 064 (P.267)	–	50	–	–	–	–
With Kuro	Clear Subevent 067 (P.267)	–	–	–	15	–	–
Wound-bragger	Clear Subevent 075 (P.268)	350	–	–	–	–	–
Free Young Lady	Clear Subevent 090 (P.270)	–	20	–	–	–	5
One Who Swears in Her Heart	Clear Subevent 111 (P.272)	500	–	–	–	–	–
Studious	Clear Subevent 123 (P.274)	–	20	5	–	–	5
Heir of the Stars	Clear Subevent 142 (P.277)	300	–	15	–	–	–
Angel-like Devil	Clear Subevent 151 (P.278)	–	–	20	–10	–	–
Iron Chef	Clear Subevent 173 (P.281)	–	30	–	–	–	–	+3
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–		–	–	–	–	–	–	–
–		–	–	–	–	–	–	–

Normal Attacks & Guard Counters: Key Is to Distinguish Between Mid and Low Attacks

Although Mid Attack 1–2 have short reach, both advance forward when attacking, making it easy to end up close to the enemy after an attack. In contrast, Low attacks have greater reach than Mid attacks, but only Low 2 advances forward when executed. Depending on the distance to the enemy and the next move you will perform, switch among these normal attacks accordingly. Incidentally, the High attack can be chained into a three-hit sequence to connect to an aerial combo.

Attacks a certain rang
e. Run attack swings forwa
rd 180 A free spear swing from left to right

■ Normal Attack & Guard Counter Data

Mid Attack 1 (Tree)
Power 100 Stun 2
Bronze Body 10 Crit 100

Mid Attack 2 (●)
Power 100 Stun 2
Steel Body 10 Crit 100

Lower-level Attack (● ↓+)
Power 100 Stun 2
Guard Hardness 10 Crit 100

Lower Attack 2 (✕+)
Power 100 Stun 2
Shell 10 Crit 100

Upper-level Attack 1 (+0)
Power 100 Stun 2
Steel Body 10 Crit 100

Upper-level Attack ▲(+)
Power 100 Stun 2
Guard Hardness 10 Crit 100

Air Attack 1 (Jump+●)
Power 100 Stun 2
Guard Hardness 10 Crit 100

Air Attack 2 (Jump+) ●
Power 100 Stun 2
Shell 10 Crit 100

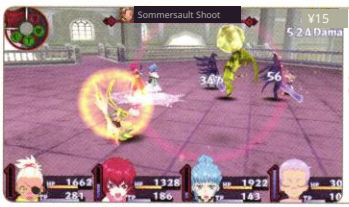
Freerun Attack (Freerun+) ●
Power 100 Stun 2
Iron Body 10 Crit 100

Guard Counter
Power 300 Stun 20
Guard Hardness 30 Crit 100

Air Guard Counter
Power 300 Stun 20
Guard Hardness 30 Crit 100

Arts/Skills — Many quick-starting moves, making them easy to chain

Overall, moves come out quickly, and if you are in close contact with the enemy, most moves can be aimed into combos. If you land the "Trick Crash," which has the effect of pulling the enemy in, you can easily create a close-contact state. Also, after using certain moves such as "Sommersault Shoot" or "Soul Howling," the next attack's power and stun value increase. Incorporate these into combos and make use of them.



When using a certain tec
hnique, the weapon or it may glow and its pc
The body glows.

Special Skill: Somersault Shoot — Incantation —

Acquisition Condition: Usable from the start | TP Cost 4 | Hit Count 1

Power 145/ The power of the next attack (excluding Mystic Artes) becomes 1.5 times.

Copper body | Stun 3 | Critical: 80

Airborne ○ | Down — | Launch ○ Blow away —

An anti-air attack that kicks the enemy up while performing a backflip. After the move, the weap glows red and the power of the next attack is increased.

Special Skill: Spin Thrust — Incantation —

Acquisition Requirement: Usable from the start | TP Cost 5 | Hit Count 2

Power 39→91

Bronze Body 3→7 | Stun 2-6 | Critical 30→70

Airborne — | Down — | Launch — | Knockback —

Perform a short forward jump while spinning and slash with a spear. The attack tends to hit and the right-hand side of Kyukyu.

Special Skill: Hard Break — Incantation —

Acquisition Requirement: Reach Level 33 | TP Cost 9 | Hit Count 1

Power 165 / Won't flinch until the next attack

Steel Body 12 Stun | 14 | Critical 120

Airborne ○ | Down — | Launch — | Knockback —

A rushing attack that delivers a powerful elbow strike, with a reach roughly equal to one dash After performing the move, the character does not flinch until their next attack, which is anot

Special Skill: Trick Crash — Chant —

Learning Requirement: Reach Level 34 | TP Cost 10 | Hit Count 2

Power 110→50

Bronze Body 12-2 | Stun 13→5 | Critical 110→50

Airborne — | Down — | Launch — | Knockback —

A two-hit attack that stabs the spear and then pulls the enemy in with the returning blade. The pulling motion has a slightly longer reach than the initial stab.

Special Skill: Axel Blow — Incantation —

Acquisition Requirement: Reach level 42 | TP Cost 17 | Hit count 2

Power 153→102

Bronze Body 11-7 | Stun 10→7 | Critical 60→40

Aerial — | Down — | Launch ○ Blow away —

A launching attack that performs a downward slash → upward slash combination. Special skill Among them, it boasts exceptionally high power.

Secret Technique Prism Waltz — Incantation —

Acquisition Condition: Usable from the start | TP Cost 7 | Hit Count 3

Power 42→80→113

Bronze Body 5-7-9 | Stun 1-3-5 | Critical 12→18→40

Airborne — | Down — | Launch — | Knockback —

Launches a rapid charge to perform consecutive spear slashes. It closes the distance by about one dash's length and deals damage in a single burst.

Secret Technique Aerial Rush — Incantation —

Acquisition condition: Reach level 31 | TP Cost 10 | Hit Count 3

Power 65×2→130

Steel Body 6×2→11 | Stun 2×2→7 | Critical 28×2→64

Airborne ○ | Down ○ | Launch ○ | Knockback ○

Launch a series of kicks in the air to blow the enemy away. After a hit, the t arget can be knocked down, so use it when you want to create distance.

Secret Technique Whirlwind — Incantation —

Acquisition requirement: Reach level 37 | TP Cost 15 | Hit Count 1

Power 320

Steel Body 27 | Stun 13 | Critical: 80

Airborne ○ | Down — | Launch — | Knockback —

Bring the rotated spear down in front of you. From the ground, the a ttack is performed after jumping, but the skill comes out quickly and can be incorporated int

Secret Skill: Soul Howling — Incantation —

Learning Requirement: Reach Level 39 | TP Cost 14 | Hit Count 3

Power 80×3 / Stun value of the next attack becomes 1.5×

Steel Body 9×3 | Stun 10×3 | Critical 20×3

Airborne ○ | Down — | Launch — | Knockback —

A secret skill that emits fighting spirit around the user. It has a relativel y high stun value, and after using the skill the weapon glows yellow, making the stun value of th

Secret Skill: Slash Rise

Incantation —

Acquisition requirement: Reach level 46 | TP Cost 23 | Hit Count 2

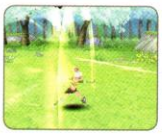
Power	142→213				
Steel Body	12→18	Stun 8-13		Critical 56 84	→
Airborne ○		Down —	After thrusting the spear to pierce the enemy and launching them into the air, you rise yourself as well. After this, it is recommended to follow up with the spec		
Launch O Knockback		—			

Secret Skill: Lancer Doll

Commercial Chant —

Learning Condition: Reach level 48 | TP Cost 25 | Hit Count 4

Power	73×3-146				
Steel Body	6×3→13	Stun 5×39→		Critical 20×3→40	
Airborne —		Down —	From a flurry of attacks that spin the weapon, sweep away enemies in f ront. After the hit, distance from the enemy increases, so it's good to follow up with the s		
Launch —		Knockback —			



Special Skill: Dual Impact

Incantation —

Learning Requirement: Usable from the start | TP Cost 9 | Hit Count 2

Power: 92-213					
Ground Type 22-10		Stun 9→4		Critical 60→140	
Airborne —		Down ○	Consecutive attacks that unleash powerful punches and thrusts from shor t range. They send struck enemies flying a long distance and knock them down.		
Launch —		Knockback ○			

Special move: Roll Strike

Incantation —

Acquisition condition: Reach level 44 | TP Cost 24 | Hit Count 8

Power	36×3→79→52×4				
Steel Body	2×3→5→7×4	Stun	3×3→4→3×4	Critical 12×3→24→15×4	
Airborne ○		Down —	A multi-hit attack that performs a spinning slash while rising and thrusts a spear into the enemy. It has a short reach, so use it when you are close to the enemy.		
Launch —		Knockback —			

Ultimate: Dancing Slash

Incantation —

Acquisition Requirement: Reach Level 50 | TP Cost 30 | Hit Count 5

Power 126-42×3-168					
Copper body +2 4x3 +7		Stun	9→3×3→13	Critical 30→10×3→40	
Airborne O	Down —	While slashing the enemy upward, the user also rises and unleashes rapid spear strikes ir long, it is recommended to incorporate this into aerial combos.			
Launch ○ Blow Away	—				

Special move: Vanishing Storm

Incantation —

Learning requirement: Reach level 53 | TP Cost 33 | Hit count 8

Power	54×8				
Steel Body	5×8	Stun	4×8	Critical 17×8	
Airborne —		Down —	Stabs the spear into the ground and generates a rotating, saw-like shockwave. The reach is rather long, and the move comes out quickly, making it easy to use in combos.		
Launch —		Knockback —			

Mystic Arte Imperial Spear

Commercial Chant —

Acquisition Condition: Usable from the start | TP Cost — | Hit Count 7

Power	285×6→1140				
Steel Body —		Stun —		Critical 10×6→40	
Air —		Down —	A secret art that continuously hurls weapons from the sky. The initiating jump attack is quick to start and can be made to land consecutive hits from most attacks.		
Launch —		Knockback —			

Secret Art: Infinite Rondo

Incantation —

Acquisition Requirement: Equip ability "Special" | TP Cost — | Hit Count 10

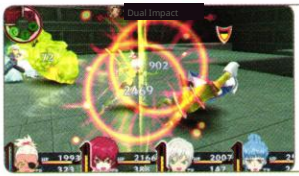
Power	750-120-200-160-100-120-220-180-300-2000				
Bronze Body		Stun —		Critical 20→5×8→40	
Air —		Down —	After delivering a flowing flurry of strikes, it finishes with a shockwave. The initial jumping		
Launch —		Knockback —	that comes out first has a slightly slower startup.		

Tactics: Evade the enemy's initiative, then counterattack

Since the character lacks spells and long-range techniques, you must close in and fight anyway, but their physical defense is weak and HP is not abundant. Always use free-run to avoid enemy attacks before you begin attacking. Once you've closed in, start with normal attacks and connect into "Somersault Shoot" to increase the power of the next attack

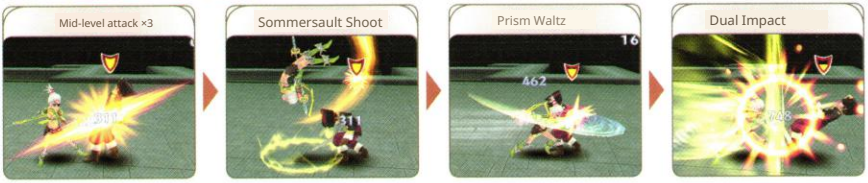
Also, pull enemies in with "Trick Crush" to set up combos. Additionally, because this character already has a high stun value and the move's effect increases further after the skill, a strategy using "Soul Howling" is recommended. Equip the abilities "Higi Plus" and "Repeat" and use them in succession to aim for enemy stuns.

"Hard Break," which prevents flinching after use, is useful when charging.



When you want to push an enemy away try attacking the front with the "Dual Impact."

Low-TP combo usable from joining



A combo usable immediately after joining the party, starting from a state where you are close to the enemy. For normal attacks, use a mid or low attack that does not launch the enemy. If you drive the enemy to the edge of the battle field, the special move

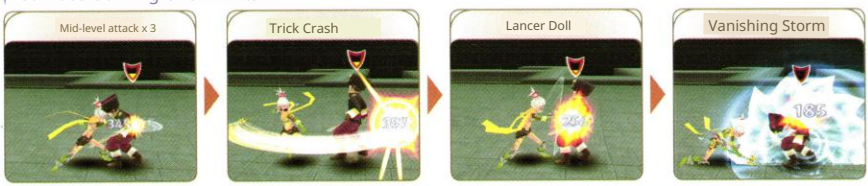
You can chain into a Mystic Artes afterwards. Also, after "Dual Impact" you can quickly activate Over Limits and connect "Prism Waltz" → "Dual Impact" → Mystic Artes.

Sky-high soaring aerial combo

This combo starts from such close range that you're almost touching the enemy, sending them soaring into the air and finishing with a Mystic Artes. For the initial normal attacks that start the combo, use a mid or low attack to land three hits. To increase the hit count further

When you want to farm, after "Dancing Slash" activate Over Limit and follow with "Slash Rise" then "Dancing Slash" → "Imperial Spear."

Combos Utilizing Over Limits



This is a combo you want to aim for when Over Limit can be activated. Start from a close range—about touching distance—using mid- or low-level normal attacks. After "Vanishing Storm," activate Over Limit and perform the same combo once more. If you stun the enemy that way, repeat up to "Lancer Doll" again, then swap the finale for the Mystic Arte to finish.

Style: Increase hit count to aim for status ailments and stuns

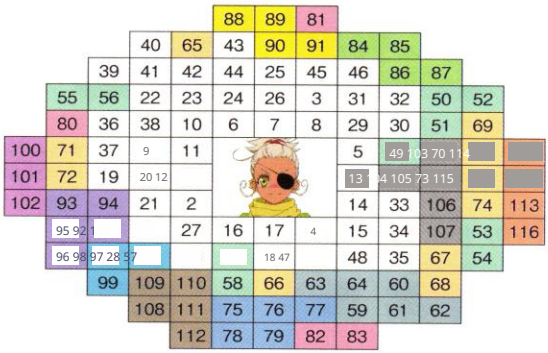
Because attacks are built around techniques, use abilities to increase the number of times you can use them or enable rapid repetition. On top of that, set up "Poison Attack," "Paralyze Attack," "Attack Feint," etc., to make it easier to inflict status ailments or stuns. Also, as standard for close-combat characters, learn skills like "Runner" and "Destroy" as early as possible.

It's also necessary to make up for low physical defense. You'll want to equip "Defense Custom" as well.

Recommended Abilities

Abilities	Commentary
○○ Plus	Upon joining, can learn three skills such as "Combo Plus." If possible, also learn "Limit Break" to obtain the G bonus of TP +50. Set "Higi Plus" and "Repeat" at the same time and spam with "Soul Howling." You'll gain a high chance to inflict enemy stun.
Attack Feint	
Repeat	If you obtain "Attack Feint" and some other abilities, you can repeatedly aim for stun through combos.
Poison Attack	If you also equip "Paralyze Attack," you can target two types of status ailments. Learning both also grants a G bonus.
Gummi Master	Effects of gummy-type items such as "Apple Gummy" are doubled. Also equip a "Speed Item" to further strengthen item-based recovery.

Abilities that can be Learned



● Timing when abilities become learnable

- Early stage
- Galbos Jungle (P.183)
- Obtain the title "Watcher of the World" at Grigori Village / Ship Deck (p.202) (Learning 59 "End Repair TP1" allows other abilities within the group to be learned)
- Garden of Awaiting Gods 3 (P.216)
- Obtain the title "Thoughtful Young Lady" at Sania Village / Myuce Tribe Village (p.236) (Learning 75 "All Guard" allows other abilities within the group to be learned)
- Game Clear
- After reaching Galbos Jungle (p.198), obtain the title "Novice Archaeologist" (Learning 84 "Burst Feint" allows other abilities within the group to be learned)
- After clearing the game, obtain the title "Treasure Hunter" (88 "Get Angry" — learning it allows other abilities within the group to be learned)
- Obtain the title "Combo Intermediate" (92 "Route Break" — learning it allows other abilities within the group to be learned)
- After "Kami-sachi no Sono" (p. 216) and upon obtaining the title "Advanced Combo" (acquiring 97 "Gummy Master" allows other abilities within the group to be learned)
- After clearing the game, obtain the title "Combo Master" (After learning 100 "Special Skill Plus", other abilities within the group can be learned)
- Obtain the title "傷自慢" (After learning TP Converter at 103, other abilities within the group can be learned)
- After reaching "The Garden of Those Awaiting God" (p.216) and obtaining the title "Heir of the Stars" (After learning Special at 108, other abilities within the group can be learned)
- After clearing the game and obtaining the title "King Butler" (After learning Runner 2 at 113, other abilities within the group can be learned)

■ Ability List (Items highlighted in red are recommended on the left page)

Number	Ability Name	G Bonus		AP	CP
1	Capacity Up 1	—	—	20	—
2	Capacity Up 1	—	—	20	—
3	Capacity Up 1	—	—	20	—
4	Capacity Up 2	—	—	60	—
5	Capacity Up 2	—	—	60	—
6	Burst Blow	HP	111	30	1
7	Sub-Ex			360	1
8	OVL Upper			30	1
9	Limit Break	TP	50	160	3
10	Combo Plus			150	2
11	Higi Plus			280	3
12	Special Skill Plus			200	2
13	Damage Limiter	Magic Defense 5		120	1
14	Guard Up 1			30	1
15	M Guard Up 1			30	1
16	Infinity	Physical Attack 11		210	3
17	TP Save 1			120	2
18	Break TP Gain	Physical Attack 5		60	2
19	Feint Up			30	1
20	Hard Shot			30	1
21	Critical			30	1
22	Attack Feint	HP	50	60	1
23	Heavy Attack			90	5
24	Speed Item 1			30	1
25	Down 1	Physical Attack 5		60	2
26	Break HP Gain			60	2
27	Repeat	Physical Attack 5		90	1
28	Rave Upper			30	1
29	Poison Guard	Physical Defense 5		60	2
30	Weakness Guard			60	2
31	Paralyze Guard	Magic Defense 5		60	2
32	Fear Guard			60	2
33	Stone Guard	Physical Defense 7		60	2
34	Status Guard			210	3
35	Lucky Keep			120	2
36	Attack Burst	Physical Defense 5		150	2
37	Lost Attack			90	1
38	Counter Strike			90	1
39	Critical Burst	HP	50	90	1
40	Counter Feint			30	1
41	Heavy Shot			60	1
42	Overdrive	HP	80	90	4
43	Attack Value			120	1
44	Risk Attack			120	2
45	Counter Repair HP	Physical Attack 5		30	1
46	Aerial Jump			30	1
47	Counter Repair TP	Magic Defense 5		30	1
48	Counter Rave			30	1
49	Capacity Up 2	—	—	60	—
50	Defense Burst	HP	100	150	1
51	Defense Value			120	1
52	Risk Defense			120	1
53	Resist Burst	Magic Defense 10		150	1
54	Revival			360	4
55	Poison Attack	Physical Attack 5		60	1
56	Paralyze Attack			60	1
57	Lost Repair TP	TP	18	90	3
58	Speed Item 2			60	1

Number	Ability Name	G Bonus		AP	CP
59	End Repair TP1	—	—	60	2
60	Resist Value	Magic Defense 7		120	1
61	Risk Resist			120	1
62	Lost Resist			90	1
63	End Repair HP1	HP	40	60	2
64	Lost Repair HP			90	3
65	Capacity Up 3	—	—	240	—
66	Capacity Up 3	—	—	240	—
67	Damage Protector	Physical Defense 28		210	3
68	Survive			360	4
69	Luck Custom	Physical Defense 14		150	1
70	Guard Up 3			90	2
71	Attack Custom	Physical Attack 10		150	3
72	End OVL Gain			60	1
73	Defense Custom	HP	50	150	3
74	Speed Item 3			90	1
75	All Guard	—	—	120	3
76	Resist Custom	Magic Defense 10		150	3
77	M Guard Up 3			90	2
78	End Repair HP 2	TP	30	120	3
79	End Repair TP 2			120	3
80	Capacity Up 4	—	—	999	—
81	Capacity Up 4	—	—	999	—
82	Ex Cancel	HP	80	30	1
83	Abyss			340	2
84	Burst Feint	—	—	60	2
85	Guard Up 2	Physical Defense 5		60	1
86	M Guard Up 2			60	1
87	Lost Defense			90	1
88	Get Angry	—	—	340	2
89	Damage	HP	160	400	1
90	Quarter Damage			320	1
91	Half Damage			240	1
92	Route Break	—	—	90	2
93	Down 2	Physical Attack 15		150	2
94	Jump Cancel			330	2
95	Dash Cancel	HP	100	360	3
96	Runner 1			210	2
97	Gummi Master	—	—	270	3
98	TP Save 3	TP	45	320	6
99	Ougi Plus			440	4
100	Special Skill Plus	—	—	200	2
101	Higi Plus	Physical Atk 30		280	3
102	Ougi Plus			440	4
103	TP Converter	—	—	60	2
104	Extend	Physical Defense 5		150	2
105	Technical Guard			30	2
106	TP Save 2	TP	24	220	4
107	Technical Resist			30	2
108	Special	—	—	30	1
109	Burst Absorb	Physical Attack 10		120	3
110	Destroy			160	3
111	All Raise	Magic Defense 32		300	4
112	Phoenix			540	5
113	Runner 2	—	—	960	7
114	Capacity Up 4	—	—	999	—
115	Capacity Up 4	—	—	999	—
116	Capacity Up 4	—	—	999	—

Kongwai Tao

Conway Tow

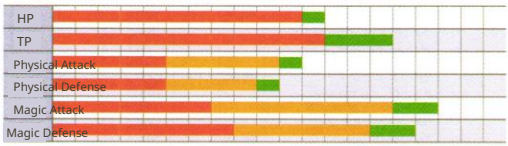
Excels in both offensive and defensive arts

A backline character who overwhelms enemies w ith powerful offensive magic, possessing extremely high magic attack and magic defense. Since it is rar ely necessary to approach enemies for melee comb at, the relatively low physical attack and physical def ense are not a major concern; focus on enhancing s trengths. In particular, prioritize raising magic attac k to increase the damage dealt by offensive spells.

Level-based status data

LV	LV11	LV20	LV30	LV40	LV50	LV100	LV150	LV200
HP	534	825	1149	1473	1797	3408	4558	5708
TP	67	108	149	190	231	433	518	603
Physical Attack	30	42	56	70	84	153	198	243
Physical Defense	19	31	45	59	73	142	187	232
Magic Attack	44	62	83	104	125	229	294	359
Magic Defense	50	70	93	116	139	253	328	403

Status Balance ■ Status ■ Equipment ■G Bonus)



・Title Data

Title Name	Acquisition Conditions	HP	TP	Physical Attack	Physical Defense	Magic Attack	Magi
Combo Beginner	Achieve 10 or more combos during battle	–	10	–	–	–	–
Combo Intermediate	Achieve 30 or more combos during battle	–	20	–	–	–	–
Combo Advanced	Achieve 60 or more combos during battle	–	30	–	–	–	–
Combo Master	Achieve 100 or more combos during battle	–	40	–	–	–	–
Berserk	Defeated in battle 250 times or more on "Unknown" difficulty	–	–	25	–	25	–
Magician	Reached level 10	100	5	–	–	–	–
Sorcerer	Reached level 30	200	10	–	–	–	–
Wizard	Reached level 60	300	15	–	–	–	–
Wiseman	Reached level 100	400	20	–	–	–	–
Wisdom	Win the Arena single match (p.286)	–	–	10	10	10	10
Mysterious Young Man	Early stage	–	–	–	–	–	–
Visitor from Another World	Early (New Game+)	–	30	–	–	10	–
Defender	Naos Base (P.155)	–	–	–	–	5	–
Observer	Shopkeeper's Mansion 8 (P.163)	–	–	–	–	–	5
Student	Kelm Volcano (P.179)	–	–	5	–	–	–
Beautiful older brother	Kelmu Volcano 5 (P.179) onward※	–	20	–	–	–	5
One Who Knows the Otherworld	Kelmu Volcano (P.179)	–	–	–	5	–	–
Witness	Grigori Village / Ship Deck 3 (P.202)	–	–	–	–	10	–
Reassured Young Man	Sania Village / Myus Tribe Village (P.236)	–	–	–	10	10	–
Savior of Souls	Tower of Dawn ② (P.245)	–	–	–	–	20	–10
Cat Lover?	Clear Sub-event 015 (P.262)	100	10	–	–	–	–
Poor at Playing Catch	Clear Sub-event 018 (P.263)	200	–	–	–	–	–
Evil Cat Tamer	Clear Sub-event 034 (P.264)	–	10	–	–	3	–
Diver Youth	Clear Sub-event 056 (P.266)	–	–	5	5	5	5
Member Number 0006	Clear Sub-event 064 (P.267)	–	50	–	–	–	–
Tomboyish "Boku" Girl?	Clear Sub-event 065 (P.267)	350	–	–	–	–	–
Free Young Man	Clear Subevent 090 (P.270)	–	30	–	–	5	–
Is he kind or strict?	Clear Sub-event 106 (P.272)	450	–	–	–	–	–
Executioner	Clear Sub-event 112 (P.273)	200	–	5	–	–	–
Scenario Arranger	Clear Sub-event 114 (P.273)	–	20	–	10	–	–
One bestowed with the power	Clear Sub-event 138 (P.276)	300	–	–	–	15	–
Not straightforward person	Clear Sub-event 171 (P.280)	–	–	–	–	–	+2
Magical Chef	Clear Sub-event 173 (P.281)	–	30	–	–	–	+3
–	–	–	–	–	–	–	–

※Can be obtained by making Conway the party leader and trying to enter the men's bath.

Standard Attack & Guard Counter — Attractive for its long-range standard attacks

Conway's standard attack summons a weapon to strike the t arget and can be used regardless of distance or positional relat ionship. For mid-level attacks, weapons appear in front of and behind the target to pierce them. For high-level attacks, a wea pon appears at the target's feet; for low-level attacks, a weapon appears above the target's head to pierce them. Aerial attacks generate a weapon near the target at a height matching how h igh the attacker has jumped to strike.

Can attack a wide area . The freerun attack cause s a weapon to emerge from the ground in front

Normal Attacks & Guard Counter Data

Technique: Magic Attack Expert

Instead of having techniques other than secret arts , he specializes in magic and can use offensive spells of all seven elements. However, of the 37 spells in tot al, only 11 can be learned by leveling up. The rest are learned by receiving those spells from enemies (p.12 1). Among them are high-power ones like "Explode." I f you want Conway to shine, always include him in ba ttles to increase opportunities for him to learn spells.

There are spells that can be learned fr including support spells such as "Spoil W also exist.

Arts Data

Basic Skill Astion

Support | Casting 3.8 sec

Acquisition Condition: Usable from the start | TP Cost 14 | Hit Count —

Effect For 30 seconds, increases one ally's magic attack by 30%

Steel Body Stun — | Critical -

Airborne — | Down —

Launch — | Knockback —

Increases the magical attack of one ally. Usable from the start, so it should be actively used on oneself if your playstyle mainly relies on offensive magic.

Basic Skill Dancing Edge

Incanta 1.1 seconds

Acquisition Condition Usable from the start | TP Cost 8 | Hit Count 8

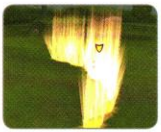
Power 22×8

Steel Body 3×8 | Stun 2×8 | Critical 25×8

Airborne — | Down —

Launch — | Knockback —

Throws eight swords forward. The swords pass through and deal damage to all enemies along their trajectories.



Intermediate Skill Blast Streak

Cast time 2.5 seconds

Acquisition Condition Reach level 20 | TP Cost 17 | Hit Count 1

Power 440

Steel Body 42 | Stun 29 | Critical 280

Airborne — | Down —

Launch ○ Blow away | —

A laser is fired from the sky toward the ground in a fan-shaped trajectory. Shockwaves erupt from the laser's path, launching enemies hit by them into the air.

Advanced Skill Meteor Swarm

Chan 5.1 sec

Acquisition condition: Reach level 58 | TP Cost 65 | Hit Count 8

Power: 120×8

Copper Body 10×8 | Stun 9×8 | Critical 62×8

Airborne — | Down —

Launch — | Knockback —

Drops 8 meteors near the target. The meteors fall over a wide area, so use this when you want to damage multiple enemies.

Beginner Spell Fearful Flare

Casting 3.4 sec Fire

Requirement to Learn: Reach Level 13 | TP Cost 6 | Hit Count 8

Power 20×4 → 10×4 / 10% chance to poison the enemy

Steel Body 5×4 → 3×4 | Stun 1×4→1×4 | Critical 8×4 → 2×4

Airborne — | Down —

Launch — | Knockback —

From the front to the back of the target area, four purple fireballs rain down. If they hit the enemy, they may inflict the poison status effect.

Basic Art: Fireball

Chanting 1 second Fire

Learning Condition: Receive this spell from an enemy | TP Cost 9 | Hit Count 1

Power 260

Steel Body 23 | Stun 13 | Critical 120

Airborne — | Down —

Launch — | Knockback —

A basic technique that fires a fireball forward; it has a short casting time and low TP cost. It's useful for disrupting enemies from a distance at the outset of an encounter.

Intermediate Art Spiral Flare

Chanting 2 seconds Fire

Learning Condition: Receive this spell from an enemy | TP Cost 18 | Hit Count 1

Power 465

Steel Body 45 | Stun 18 | Critical 150

Airborne — | Down —

Launch — | Knockback —

The user-visible Japanese text is to be translated to English but the instructions require the use of <original> tags; however the user already provided the original text

Advanced Magic: Explode

Chan 3 seconds Fire

Learning Condition: Receive this spell from an enemy | TP Cost 34 | Hit Count 1

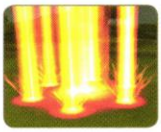
Power 730

Steel Body 54 | Stun 27 | Critical 270

Air — | Down —

Launch — | Knockback —

Summons a fall of flames from the sky to cause a massive explosion. It has a wide attack range of flames.



Advanced Art: Crimson Flare

Chanting 3.1 sec Fire

Acquisition Requirement: Reach Level 55 | TP Cost 60 | Hit Count 10

Power 87×10

Bronze body 6×10 | Stun 3×10 | Critical 34×10

Airborne — | Down —

Launch — | Knockback —

Pillars of flame appear centered on the target, incinerating enemies within the area. It is effective when multiple enemies weak to Fire are present.

Conway Tow

Basic Art: Ice Needle

Incantation 1 sec Water

Learning Condition: Receive this spell from an enemy | TP Cost 6 | Hit Count 3

Power 49×3 | Bronze Body 7×3 | Stun 5×3 | Critical 100×3

Airborne — | Down — | Launch — | Knockback —

Three ice pillars fall from above the target's head. The casting time is shor t, but if the target moves before the pillars fall, the attack may miss.

Intermediate Art Spread

Chant 2 seconds Water

Learning Condition: Receive this spell from an enemy | TP Cost 13 | Hit count 5

Power 50×4→150 | Steel Body 5×4→17 | Stun 4×4→12 | Critical 54×4→144

Airborne — | Down — | Launch ○ | Knockback —

Creates a stream of water at the target's feet and attacks enemies within t he area. Enemies hit are pulled toward the center of the flow and then launched into the air.

Advanced Technique: Embrace End

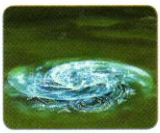
Chant 3 seconds Water

Learning Condition: Receive this spell from an enemy | TP Cost 30 | Hit Count 4

Power 45→125→205→275 | Steel Body 5→12→17→21 | Stun 3-7-10-14 | Critical 40→90→140→190

Airborne — | Down — | Launch ○ | Knockback —

Generates an ice block at the target that grows larger. Among advanced a rts its power is modest, but it consumes little TP and has a wide attack range.



Advanced Magic: Maelstrom

Chant 6 seconds Water

Acquisition Requirement: Reach level 42 | TP Cost 43 | Hit Count 14

Power 52×14 | Steel Body 4×14 | Stun 2×14 | Critical 36×14

Airborne — | Down — | Launch — | Knockback —

Creates a large whirlpool at the targeted enemy's feet — a water-element area a ttack. Among the arts Conway can use, it boasts the highest number of hits.

Basic Skill: Stone Blast

Cast time 1.5 sec 地

Learning Condition: Receive this spell from an enemy | TP Cost 9 | Hit Count 5

Power 36×5 | Steel Body 9×5 | Stun 2×5 | Critical 32×5

Airborne — | Down — | Launch ○ | Knockback —

An anti-air strike that causes several stones to surge up from the ground a nd target the enemy. Recommended as follow-up damage against enemies your allies are attacking

Intermediate Magic: Massive Rock

Incantation 2.2 seconds 地

Learning Condition: Receive this spell from an enemy | TP Cost 14 | Hit Count 1

Power 390 | Copper body 56 | Stun 22 | Critical 180

Airborne — | Down — | Launch — | Knockback —

An intermediate art that drops a massive boulder from above the targe t's head. It only has 1 hit, but its other attributes are average. Use it preferentially against enemi

Advanced Art: Grand Dasher

Cast Time 3 sec 地

Learning Condition: Receive this spell from an enemy | TP Cost 32 | Hit Count 3

Power 224×3 | Bronze Body 32×3 | Stun 10×3 | Critical 100×3

Airborne — | Down — | Launch ○ | Knockback —

Raises rocks from the ground three times, dealing damage to the target a nd nearby enemies. The rocks slowly advance forward and slightly lift any enemy they hit.

Advanced Art: Gravity

Cast time 4.5 seconds 地

Acquisition Requirement: Reach Level 45 | TP Cost 46 | Hit Count 8

Power 94×8 | Steel Body 10×8 | Stun 3×8 | Critical 38×8

Airborne — | Down — | Launch — | Knockback —

A dome of gravity spreads out centered on the target, crushing enemies w ithin its area. The attack range is centered on the target with a radius roughly equivalent to one das

Basic Technique: Wind Cutter

Casting time 1 second 風

Learning Condition: Receive this spell from an enemy | TP Cost 8 | Hit Count 2

Power 95×2 | Steel Body 11×2 | Stun 9×2 | Critical 120×2

Airborne — | Down — | Launch — | Knockback —

Shoots two long-range wind blades forward that can reach from anywher e. The blades pierce through and continue forward while striking enemies along their paths.

・Technique Data (continued)

Intermediate Magic Cross Wind — Incantation 2 seconds

Learning condition: Be hit by this spell from an enemy | TP Cost 15 | Hit Count 4

Power 100×4

Bronze body 11×4 | Ki Cost 8×4 | Critical 80×4

Airborne — | Down — | Launch ○ | Knockback —

Concentrates the wind blades generated in all directions on a target to create a tornado. Enemies that touch the tornado take damage and are lifted into the air

Advanced Cyclone — Casting Time 3.3 seconds

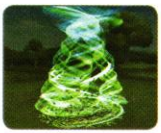
Learning condition: Be hit by this spell from an enemy | TP Cost 32 | Hit Count 9

Power 78×9

Steel body 6×9 | Stun 4×9 | Critical 45×9

Airborne — | Down — | Launch ○ | Knockback —

Generates a massive tornado that slashes the target and nearby enemies. Enemies caught in the tornado are sent soaring high into the air.



Advanced Skill Tempest — Chanting 4 sec Wind

Acquisition condition: Reach level 48 | TP Cost 52 | Hit Count 13

Power 63×13

Steel Body 4×13 | Stun 3×13 | Critical 35×13

Airborne — | Down — | Launch ○ | Knockback —

Like "Cyclone", it launches enemies high into the air with a tornado. This one summons multiple tornadoes to attack, so its power is greater and it has more hits.

Basic Skill Lightning — Incantation 1 second

Learning Condition: Receive this skill from an enemy | TP Cost 9 | Hit Count 1

Power 150

Steel Body 12 | Stun 43 | Critical 180

Airborne — | Down — | Launch — | Knockback —

Summons lightning down on the target from overhead. Its casting time is short and it activates quickly, and among beginner techniques it has the highes

Intermediate Art Spark Web — Chant 2 seconds

Learning Condition: Receive this spell from an enemy | TP Cost 16 | Hit Count 5

Power 74×5

Steel Body 6×5 | Stun 11×5 | Critical 44×5

Air — | Down — | Launch — | Knockback —

A spherical spreading electric discharge attacks the target and nearby enemies. Like "Lightning", among intermediate spells it is notable for a high stun v

Advanced Art Thunder Blade — Incanta 3.8 seconds

Acquisition Condition: Be hit by this technique from an enemy | TP Cost 39 | Hit Count 8

Power 207-69×7

Steel Body 20→4×7 | Stun 25→6×7 | Critical 90→30×7

Airborne — | Down — | Launch — | Knockback —

After dropping a lightning sword from the sky, it attacks all enemies within the magic circle The attack range is about the same as Spark Web.

Advanced Technique: Indignation — Incant 7.2 seconds

Acquisition Condition: Reach level 74 | TP Cost 100 | Hit Count 1

Power 1150

Steel Body 64 | Stun 73 | Critical 460

Airborne — | Down — | Launch — | Knockback —

An extremely powerful lightning-attribute top-tier attack spell that generates intense lightning strikes over a wide area. Although it hits once, it boasts high power and

Basic spell: Photon — Casting 1 second 光

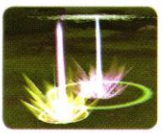
Learning Condition: Receive this spell from an enemy | TP Cost 8 | Hit Count 1

Power 160

Steel Body 25 | Stun 23 | Critical: 440

Airborne — | Down — | Launch — | Knockback —

An attack that concentrates particles of light on a targeted enemy. Because it takes time for the it is difficult to hit enemies that move around.



Intermediate — Incantation 3 seconds 光

Learning Condition: Receive this spell from an enemy | TP Cost 14 | Hit Count 13

Power 29×13

Copper Body 3×13 | Stun 3×13 | Critical 40×13

Airborne — | Down — | Launch — | Knockback —

A beam of light descends from the sky near the target and deals damage. Thirteen beams of light fall one after another, making this an area attack.

Advanced Art Grand Cross — Incantation 0 seconds

Learning Condition: Receive this spell from an enemy | TP Cost 31 | Hit Count 6

Power 93×5→175 | Steel Body 7×5→19 | Stun 7×5→12 | Critical 80×5→205

Airborne — | Down — | Launch — | Knockback —

Generates pillar-shaped light and a cross of light centered on the target to deal damage as an area attack. Has an extremely high critical rate.

Basic Art: Shadow Edge — Incantation 1 second

Learning Condition: Be hit by this art from an enemy | TP Cost 8 | Hit Count 1

Power 230 | Steel Body 26 | Stun 12 | Critical 160

Airborne — | Down — | Launch — | Knockback —

From the ground behind the target, a black blade thrusts out to strike. Enemies hit are slightly launched into the air and pushed toward the front.

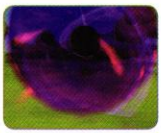
Intermediate Art: Demon's Lar — Chanting 2.8 sec

Learning Condition: Receive this spell from an enemy | TP Cost 15 | Hit Count 4

Power 85×3→170 | Bronze Body 9×3→20 | Stun 4×3→11 | Critical 44×3→88

Airborne — | Down — | Launch — | Knockback —

Three black spears dive from the air, creating shockwaves. The shockwaves hit in an area with a single strike, so aim for places with multiple enemies.



Advanced Skill: Black Hole — Incantation 3.1 seconds

Learning Condition: Receive this spell from an enemy | TP Cost 34 | Hit Count 9

Power 79×9 | Steel Body 6×9 | Stun 3×9 | Critical 35×9

Airborne — | Down — | Launch ○ | Knockback —

Generates a black hole with a wide attack range in the air. It pulls enemies toward its center while also producing a launching effect.

Advanced Art: Bloody Howling — Cast time 3.4 sec

Acquisition requirement: Reach level 51 | TP Cost 55 | Hit Count 9

Power 93×9 | Steel Body 7×9 | Stun 3×9 | Critical 35×9

Airborne — | Down — | Launch ○ | Knockback —

Deals damage with a miasma that blows upward centered on the target. Although the attack range of the initial strike is narrow, it can attack a wide area thereafter.

Beginner Skill Pico Ha — Incantation 1.4 seconds

Learning Condition: Receive this spell from an enemy | TP Cost 4 | Hit Count 1

Power 100(※) | Steel Body — | Stun — | Critical: 100

Air — | Down — | Launch — | Knockback —

Drop a gigantic hammer onto the targeted enemy's head. If it hits an enemy of roughly the same there is about a 30% chance to stun them.

Beginner Magic: Spoil Weapon — Support | Incantation 1.1 seconds

Learning Condition: Receive this spell from an enemy | TP Cost 8 | Hit Count —

Power For 30 seconds, reduces one enemy's physical attack by 30% (for bosses: 15% for 12 seconds)

Steel Body — | Stun — | Critical —

Air — | Down — | Launch — | Knockback —

A basic spell that aims to lower one enemy's physical attack. Use it on enemies with high physical attack to reduce the damage taken by allies fighting on the front line.

Basic Art: Spoil Armor — Support | Casting time 1.2 seconds

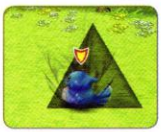
Learning Condition: Receive this spell from an enemy | TP Cost 11 | Hit count —

Power For 30 seconds, reduces one enemy's physical defense by 30% (for bosses: 15% for 12 seconds)

Steel Body — | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

Has a chance to lower the physical defense of the targeted enemy. Use it on enemies being targeted by allies' melee attacks to increase the damage they deal.



Basic Art: Spoil Mind — Support | Incantation 1.1 seconds

Learning Condition: Receive this spell from an enemy | TP Cost 8 | Hit Count —

Power For 30 seconds, reduces one enemy's magic attack by 30% (for bosses: 15% for 12 seconds)

Steel Body — | Stun — | Critical —

Airborne — | Down — | Launch — | Knockback —

Has the effect of lowering one enemy's magic attack. If there is an enemy casting troublesome offensive magic, use this to reduce the damage.

※:「Performs the calculation "Conway level − target level + 2 + 30" and applies ability effects, causing the enemy to be stunned with up to a 50% probability.

Basic Art: Spoil Resist

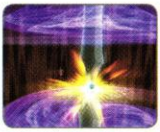
Support | Chant 1.1 seconds

Acquisition condition: Receive this spell from an enemy		TP cost	11	Hit Count	—
Effect: For 30 seconds, reduces one enemy's magic defense by 30% (for bosses: 15% for 12 seconds)					
Steel Body	—	Stun	—	Critical -	
Airborne	—	Down	—	This inflicts an effect on the enemy that lowers their magic defense. Use this on the enemy first, then follow up with your own powerful magical attack to a	
Launch	—	Knockback	—		

Secret Art: Silent End

Incantation —

Acquisition requirement: Learn at The Rift of the Otherworld — Nigil START (P.182)		TP Cost	—	Hit Count	1
Power: 3150					
Steel Body	—	Stun	—	Critical: 100	
Airborne	—	Down	—	Countless book pages and spheres of light engulf the enemy. The opening m ove that throws pages forward has such long range that it can reach from anywhere.	
Launch	—	Knockback	—		



Secret Art: Innumelum Arts

Incantation —

Acquisition requirement: Set "Special"		TP Cost	—	Hit Count	11
Power	185x10-2000				
Bronze Body	—	Stun	—	Critical: 5×10 → 50	
Air	—	Down	—	Triggered when a sword falling from above the enemy hits. It deals dama ge to all enemies within the magic circle drawn on the ground.	
Launch	—	Knockback	—		

Tactics Keeping distance from the enemy is a fundamental premise

To safely cast your primary magic attacks, always m ove to a location away from enemies. If an enemy gets close, it's best to flee near an ally who excels at close-r ange attacks. Hitting enemies with wide-range Free Ru n attacks to create distance is also effective. Also, don't forget to use normal attacks, which can target enemie s from any direction, to interrupt enemy spellcasting.

If you hit multiple enemies with an at tack art, you can q uickly fill the Rave Gauge.

"Increase magic attack power

Astion

The supplementary magic perfect for Conway, who focuses on offensive arts . When you want to deal heavy damag e to enemies, use this beforehand to r aise his magic attack. However, it consumes as much as 14 TP, so you'll want to learn it as early as possible.

"Inflict the poison status ailment

Fearful Flare

Not only does it attack enemies near th e target to deal damage, it can also infli ct the poison status. Although its castin g time is long for a beginner spell, its T P cost is low, so you'll want to learn it as

Severely suppresses enemy actions for a long time

Bloody Howling

Attacks a wide area to hit multiple ene mies and can suppress enemy actions f or a long time. In addition to this "Bloo dy Howling," "Cyclone" and "Maelstro m" are also recommended because of their long attack d

Learn more offensive arts

When Conway is hit by spells such as "Fireball" or " Ice Needle" used by enemies, he can learn those spe lls. Of course, it's important to learn more powerful s pells that way, and also to be able to use spells of va rious elements. The right page summarizes the ene mies that teach Conway the spells he can learn, so u se it as a reference and keep learning spells.

Newly learned arte s from enemies are displayed during b attle and are also s hown on the victory screen.

Cooking Execution

Main list of enemies that use artes you can learn

Ars Name	Element	Enemies That Use It	Location	
Fireball	Fire	Wizard	Shopkeeper's Mansion	▸P.163
		Macchia Cinque	Triverse Gate 3rd Layer	▸P.298
		Liar	Calypso Mine	▸P.174
Spiral Flare	Fire	Tenos Sniper	Tenos Weapons Factory	▸P.221
		Fire Soul	Kelmu Volcano	▸P.179
		Macchia Cinque	Triverse Gate 3rd Floor	▸P.298
Explode	Fire	Macchia Cinque	Triverse Gate 3rd Floor	▸P.298
		Regnum Shooter	Northern Battlefield	▸P.211
Ice Needle	Water	Merman	Regnum Stalactite Cave	▸P.160
Spread	Water	Ice Soul	Waiting-for-God's Garden	▸P.216
		Jellyfish	Near the southern country Garupos	▸P.139
		Tenosu Shooter	Northern Battlefield	▸P.211
Embrace End	Water	Onble	Triverse Gate 7th Floor	▸P.302
		Nepenthes	Near the commercial city Mamoot	▸P.139
Stone Blast	Earth	Girdle (1)	Naos Base	▸P.154
		Naga	Galpos Jungle	▸P.198
Massive Rock	Earth	Naga	Galpos Jungle	▸P.198
Grand Dasher	Earth	Onble	Triverse Gate 7th Floor	▸P.302
		Regnum Shooter	Northern Battlefield	▸P.211
Wind Cutter	wind	Merman	Regnum Stalactite Cave	▸P.160
Cross Wind	wind	High Priest of the Cult	Airship Wentos	▸P.227
		Chitose (2)	Battleship Lavendel	▸P.189
		Maccia Margo	Trivarse Gate 1st Layer	▸P.296
Cyclone	wind	Tenosu Shooter	Northern Battlefield	▸P.211
		Maccia Margo	Trivarse Gate 1st Layer	▸P.296
Lightning	Thunder	Arm	Otherworld Rift—Nigel	▸P.182
		Regnum Hunter	Naos Base	▸P.154
Spark Web	Thunder	Arm	Otherworld Rift—Nigel	▸P.182
		Hasta (2)	Kelmu Volcano	▸P.179
		Macchia Dieci	Triverse Gate 5th Floor	▸P.300
Thunder Blade	Thunder	Ancient Soul	Sky Castle	▸P.230
		Gargoyle	Triverse Gate 5th Floor	▸P.300
Photon	Light	Emerald Beetle	Near the eastern country Ashihara	▸P.139
		Light Soul	Sky Castle	▸P.230
Ray	Light	Order Mage	Battleship Lavendel	▸P.189
		Light Soul	Sky Castle	▸P.230
Grand Cross	Light	Light Soul	Sky Castle	▸P.230
Shadow Edge	Chang	Girdle (1)	Naos Base	▸P.154
		Spirit	Ashihara Royal Tomb	▸P.168
Demon's Lance	Chang	Killer Goyle	Tower of Dawn	▸P.245
		Chitose (2)	Battleship Lavendel	▸P.189
Black Hole	Darkness	Killer Goyle	Tower of Dawn	▸P.245
		Bonehead	Remrath Marsh	▸P.206
Pico Hammer	—	Seven Star	Regnum Pass	▸P.144
Spoil Weapon	—	Naga	Galbos Jungle	▸P.198
Spoil Armor	—	Merman	Regnum Stalactite Cave	▸P.160
Spoil Mind	—	Spirit	Ashihara Royal Tomb	▸P.168
Spoil Resist	—	Poltergeist	Sea on the North Side	▸P.139
		Macchia Dieci	Triverse Gate 5th Floor	▸P.300

Style: Focus on magic attacks above all

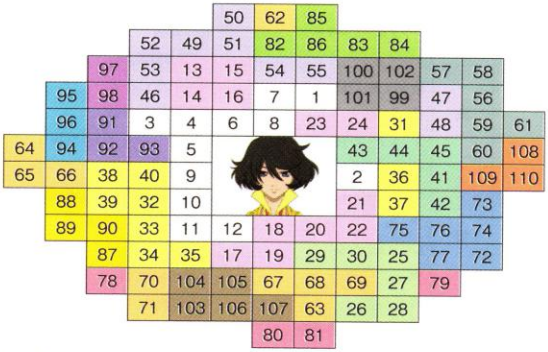
Choose abilities that strengthen your core offensive arts, such as shortening cast times with "Speed Spell" or increasing power with "Heavy Attack". Since powerful offensive arts have long cast times and high TP costs, it is also important to cover those weaknesses with abilities like "Spell Keep" and "TP Save". It can also be interesting to set "Magic Custom" and forgo defenses to specialize in magic offense.

Increase magic attack with abilities and G bonuses to deal heavy damage from the rear.

Recommended Abilities

Abilities	Commentary
Instant Spell	During Over Limits, cast times can be halved. Also set "Infinity" at the same time to reduce TP consumption to 0 and unleash spells in rapid succes
s. If you mainly rely on	High-power spells have longer casting time mid-level Speed Spells 1–3 or higher, you'll want to equip the effective "Speed Spell".
Spell Keep	Handy when enemies attack during casting. You can cast a long-casting spell and hold it, then unleash it at the optimal
TP Save 1~3	moment. It's also effective for reducing overall TP consumption. Note that if you use the "Heavy Attack" below, be sure to set "TP Save 3".
Heavy Attack	TP consumption becomes double, but the damage dealt by arts/skills increases by 1.5 times. Recommended when you want higher power.

Abilities that can be Learned



■Timing for Learning Abilities

- Early stage
- Regnum Stalactite Cave (P.160)
- Obtain the title "Observer" at the shopkeeper's mansion 8 (p.163) (After learning 25 "Break TP Gain," other abilities within the group can be learned)
- Ashihara Royal Tomb (P.168)
- Obtain the title "Student" at Kelmu Volcano (p.179) (After learning 41 "All Guard," other abilities within the group can be learned)
- Galpos Jungle (p.198)
- Obtain the title "Witness" at Grigori Village / Ship Deck 3 (p.202) (After learning 56 "End Repair TP1," other abilities within the group can be learned)
- Garden of Waiting for God (P.216)
- Obtain the title "Reassured Youth" at Sania Village / Myusu Tribe Village (p.236) (After learning 72 "Guard Up 3," other abilities within the group can be learned)
- Game Clear
- After Galbos Jungle (p.198), and upon obtaining the title "Sorcerer" (After learning 82 "Burst Feint," other abilities within the group can be learned)
- After clearing the game and upon obtaining the title "Wiseman" (After learning 87 "Get Angry," other abilities within the group can be learned) After Ashihara Royal Tomb (p.168) and upon obtaining the title "Combo Intermediate" (After learning 91 "Aerial Jump," other abilities within the group can be lea
- After Kamimichi no Sono" (p.216) and obtaining the title "Advanced Combo", (acquiring skill 94 "Damage Protector" allows other abilities within the group to be learned)
- After clearing the game and obtaining the title "Combo Master" (learn "Combo Plus" at 97 to enable learning other abilities within the group) After Ashihara Royal Tomb (p.168), and obtaining the title "Boku-ko?" (learn "Lost Repair TP" at 99 to enable learning other abilities within the group)
- After Kamimichi Garden (P.216) onwards, and obtaining the title "One Endowed with the Power of God" (learn "Special" at 103 to enable learning other abilities within the group)
- After clearing the game and obtaining the title "Wisdom" (learn "Runner 2" at 108 to enable learning other abilities within the group)

■ Ability List (Items highlighted in red are recommended on the left page)

Number	Ability Name	G Bonus		AP	CP
1	Capacity Up 1	—	—	20	—
2	Capacity Up 1	—	—	20	—
3	1 Burst Blow	Physical Attack	6	30	1
4	Feint Up			30	1
5	Hard Shot			30	1
6	1 Infinity	HP	90	210	3
7	Critical			30	1
8	Sub-Ex			360	1
9	Q Instant Spell	Magic Attack	5	120	1
10	Speed Spell 1			90	1
11	Spell Keep			30	1
12	Magic Feint			60	1
13	Capacity Up 1	—	—	20	—
14	Limit Break	HP	30	160	3
15	Combo Plus			150	2
16	OVL Upper			30	1
17	TP Save 1	Magic Attack	7	120	2
18	Heavy Magic			150	6
19	? Light Magic			150	3
20	1. Invalid Magic	Magic Defense	5	60	1
21	① M Guard Up 1			30	1
22	<> Speed Item 1			30	1
23	Guard Up 1	Physical Defense	6	30	1
24	Rave Upper			30	1
25	Break TP Gain	—	—	60	2
26	Damage Limiter	Magic Defense	8	120	1
27	Break HP Gain			60	2
28	Magic Avoid			120	1
29	Spell Lucky	Magic Attack	7	180	2
30	① Concentrate			410	4
31	Capacity Up 2	—	—	60	—
32	Magic Burst	TP	48	150	2
33	t Magic Value			120	1
34	Speed Spell 2			180	2
35	Lost Magic			90	1
36	Q Resist Burst	Magic Defense	5	150	1
37	Lost Resist			90	1
38	Critical Burst	Physical Attack	6	90	1
39	+ Risk Magic			120	2
40	Speed Item 2			60	1
41	① All Guard	—	—	120	3
42	Capacity Up 2	—	—	60	—
43	⑩ Element Avoid	HP	149	180	1
44	Risk Resist			120	1
45	Resist Value			120	1
46	Capacity Up 2	—	—	60	—
47	Defense Burst	Physical Defense	12	150	1
48	Guard Up 2			60	1
49	Counter Strike	Physical Attack	5	90	1
50	Counter Feint			30	1
51	Heavy Attack			90	5
52	① M Guard Up 2	TP	15	60	1
53	&[2] Counter Repair TP			30	1
54	&[2] Counter Repair HP	Physical Defense	5	30	1
55	Counter Rave			30	1

Number	Ability Name	G Bonus		AP	CP
56	End Repair TP1	—	—	60	2
57	End Repair HP1	HP	78	60	2
58	8 Attack Burst			150	2
59	Risk Defense			120	1
60	① Technical Resist	Magic Defense	14	30	2
61	Anti-Magic			540	5
62	Capacity Up 3	—	—	240	—
63	Capacity Up 3	—	—	240	—
64	Burst Absorb	Magic Attack	30	120	3
65	Speed Spell 3			270	3
66	Magic Custom			150	3
67	Resist Custom	HP	119	150	3
68	Luck Custom			150	1
69	End OVL Gain			60	1
70	Speed Item 3	Magic Defense	10	90	1
71	< Runner 1			210	2
72	Guard Up 3	—	—	90	2
73	Attack Custom	TP	41	150	3
74	End Repair TP2			120	3
75	+ Defense Custom	HP	119	150	3
76	End Repair HP2			120	3
77	M Guard Up 3			90	2
78	Capacity Up 4	—	—	999	—
79	Capacity Up 4	—	—	999	—
80	Ex Cancel	Physical Defense	24	30	1
81	Appease			340	2
82	Burst Feint	—	—	60	2
83	Q Extend	HP	101	150	2
84	Defense Value			120	1
85	Heavy Shot	Physical Attack	5	60	1
86	Attack Value			120	1
87	Get Angry	—	—	340	2
88	1 damage	Magic Attack	44	400	1
89	Quarter Damage			320	1
90	? Half Damage			240	1
91	◆ Aerial Jump	—	—	30	1
92	◆ Jump Cancel	TP	33	330	2
93	Overdrive			90	4
94	Damage Protector	—	—	210	3
95	Dash Cancel	Physical Attack	18	360	3
96	TP Converter			60	2
97	Combo Plus	—	—	150	2
98	© Capacity Up 4	—	—	999	—
99	◆ Lost Repair TP	—	—	90	3
100	TP Save 2	Magic Defense	7	220	4
101	Lost Repair HP			90	3
102	Lost Defense			90	1
103	Special	—	—	30	1
104	All Erase	Magic Defense	40	300	4
105	Status Guard			210	3
106	TP Save 3	Physical Attack	15	320	6
107	Combo Plus			150	2
108	Runner 2	—	—	960	7
109	Capacity Up 4	—	—	999	—
110	Capacity Up 4	—	—	999	—

Ability Data

Abilities are introduced in gojūon (50-sound) order
. Check the effects, required AC & CP, and which characters can learn

2 Abbreviations for learning characters

Luca = Luca Ilia = Ilia Spa = Spada An = Anjurica = Ricardo El = Elmana Kyukyukyukon = Conway

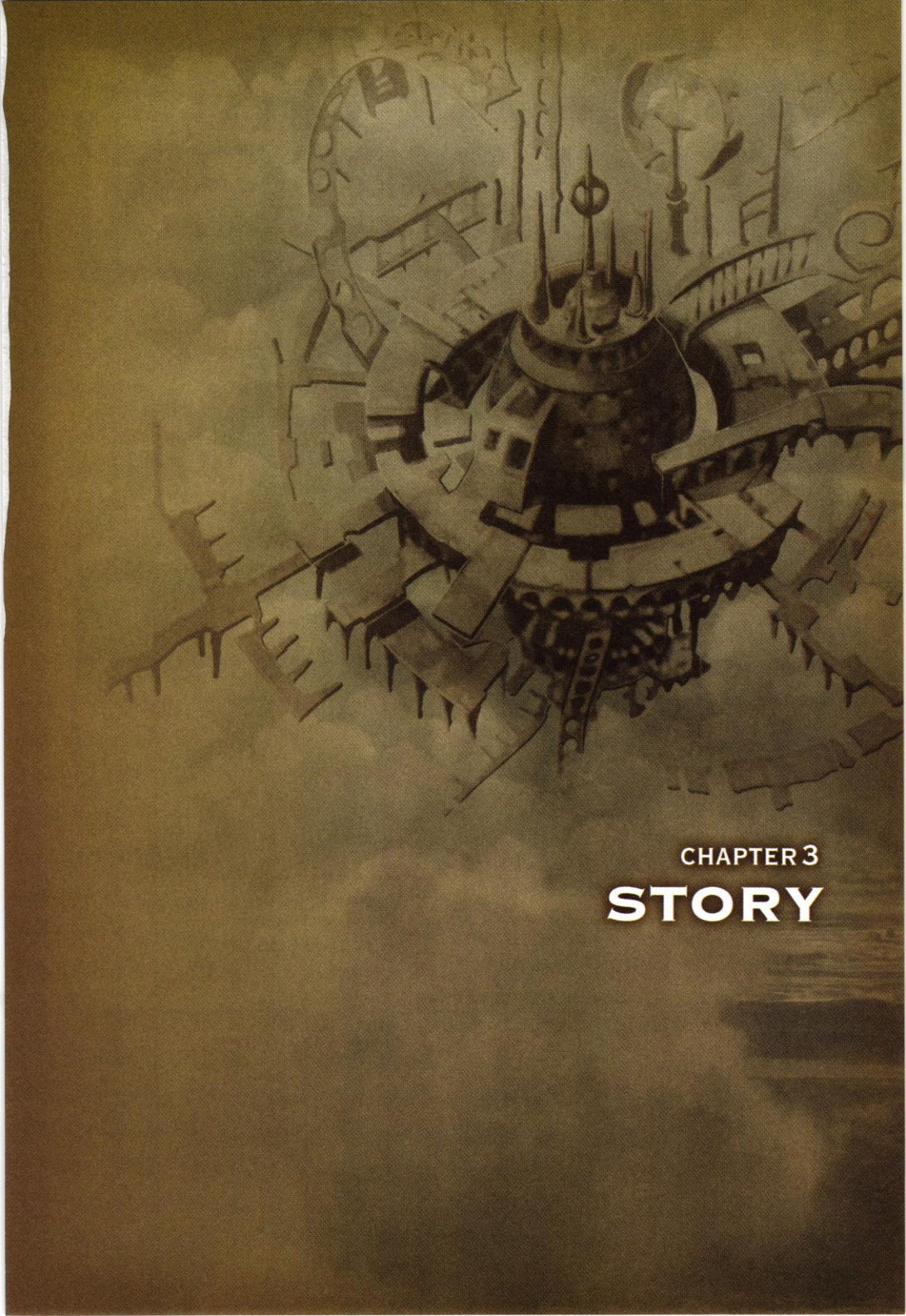
Ability Name	Category	Effect	AP	CP	Learning Characters							
					Luca	Ilia	Spa	An	Rica	El	Kyu	Con
1 damage	Attack Type	All damage dealt to enemies becomes 1 (Cannot be used together with "Quarter Damage" or "Half Damage")	400	1	●	●	●	●	●	●	●	●
M Guard Up 1	Defense Type	Damage reducible by Magic Guard is increased by 10%	30	1	●	●	●	●	●	●	●	●
M Guard Up 2	Defense Type	Damage reducible by Magic Guard is increased by 30%	60	1	●	●	●	●	●	●	●	●
M Guard Up 3	Defense Type	Magic Guard increases reducible damage by 50%	90	2	●	●	●	●	●	●	●	●
OVL Upper	Support Type	Increase Over Limit gauge gain by 1.2×	30	1	●	●	●	●	●	●	●	●
TP Converter	Support Type	When TP is 0, you can use arts/skills by consuming HP. The HP cost in that case becomes 10 60 times the TP that would normally be consumed		2	–	–	–	–	–	–	●	●
TP Save 1	Attack Type	During battle, TP consumption of arts/skills is reduced by 10%	120	2	●	●	●	●	●	●	●	●
TP Save 2	Attack Type	During battle, TP consumption of arts/skills is reduced by 30%	220	4	●	●	●	●	●	●	●	●
TP Save 3	Attack Type	During battle, TP consumption of arts/skills is reduced by 50%	320	6	–	●	●	–	–	–	●	●
Earth Shield 1	Defense Type	Damage taken from Earth-element attacks is reduced by 10%	30	1	–	–	–	–	●	–	–	–
Earth Shield 2	Defense type	Damage taken from Earth-attribute attacks reduced by 30%	90	3	–	–	–	–	●	–	–	–
Earth Shield 3	Defense type	Damage taken from Earth-attribute attacks reduced by 50%	150	5	–	–	–	–	●	–	–	–
Earth Rise 1	Attack type	Damage dealt to enemies by Earth-attribute attacks increased by 10%	30	1	–	–	–	–	●	–	–	–
Earth Rise 2	Offense	Damage dealt to enemies by Earth-attribute attacks increased by 15%	90	1	–	–	–	–	●	–	–	–
Earth Rise 3	Offense	Damage dealt to enemies by Earth-attribute attacks increased by 20%	150	2	–	–	–	–	●	–	–	–
Aqua Shield 1	Defense	Damage taken from Water-attribute attacks reduced by 10%		1	–	●	–	–	–	–	–	–
Aqua Shield 2	Defense	Damage taken from Water-attribute attacks reduced by 30%	90	3	–	●	–	–	–	–	–	–
Aqua Shield 3	Defense	Damage taken from Water-attribute attacks reduced by 50%	150	5	–	●	–	–	–	–	–	–
Aqua Rise 1	Offense	Damage dealt to enemies by Water-attribute attacks increased by 10%	30	1	–	●	–	–	–	–	–	–
Aqua Rise 2	Offense	Damage dealt to enemies by Water-attribute attacks increased by 15%	90	1	–	●	–	–	–	–	–	–
Aqua Rise 3	Offense	Increases damage of water-attribute attacks dealt to enemies by 20%	150	2	–	●	–	–	–	–	–	–
Active Body	Support Type	Amount of HP recovered for self by spells or items is increased by 10%	150	3	●	–	–	–	●	●	–	–
Attack Custom	Parameter type: Physical attack increased by 20%, physical defense and magic defense decreased by 5%		150	3	●	●	●	●	●	●	●	●
Attack Burst	OVL-type Overlimits: Physical attack increases by 20%		150	2	●	●	●	●	●	●	●	●
Attack Value	Parameter type: Physical attack increased by 10%, physical defense decreased by 5%		120	1	●	●	●	●	●	●	●	●
Attack Feint	Attack type: Stun value of physical attacks becomes 1.5 times		60	1	●	–	●	–	●	●	●	–
Appease	Support Type	When attacking an enemy, the amount by which the enemy's anger value increases becomes half	340	2	●	●	●	●	●	●	●	●
Anti-magic	Defense Type	Become immune to the effects of all spells	540	5	–	–	–	–	–	●	–	●
Instant Spell	OVL system	While in Over Limit, spell casting time is halved	120	1	●	●	●	●	●	●	–	●
Invalid Attack	Defense Type	When hit by physical attacks other than Mystic Artes, there is a 10% chance not to flinch	60	1	●	–	●	–	–	●	–	–
Invalid All	Defense Type	Become unable to flinch from any attacks except Mystic Artes	920	14	●	–	–	–	–	●	–	–
Invalid Magic	Defense Type	When hit by a magic attack other than a Mystic Artes, there is a 10% chance you will no longer be knocked back.	60	1	–	●	–	●	–	●	–	●

Ability Name	Category	Effect	AP	CP	Learning Characters: Lukairisupaanrika	Elkyukon
Infinity	OVL system	While in Overlimits, artes can be used without consuming TP (Note: original had a line break here kept as in source)	210	3	●	● ● ● ● ● ● ● ●
Weakness Guard	Defense Type	Has a 50% chance to prevent the debilitated (weakened) status	60	2	–	– – – – ● – ● –
Wind Shield 1	Defense	Damage received from wind-attribute attacks is reduced by 10%	30	1	–	● – – – – – –
Wind Shield 2	Defense	Damage received from wind-attribute attacks is reduced by 30%	90	3	–	● – – – – – –
Wind Shield 3	Defense	Damage received from wind-attribute attacks is reduced by 50%	150	5	–	● – – – – – –
Wind Rise 1	Offense	Damage dealt to enemies by wind-attribute attacks is increased by 10%	30	1	●	– – – – – –
Wind Rise 2	Offensive	Damage dealt to enemies by wind-attribute attacks is increased by 15%	90	1	●	– – – – – –
Wind Rise 3	Attack Type	Damage dealt to enemies by wind-attribute attacks is increased by 20%	150	2	●	– – – – – –
Aerial Jump	Support Type	Enables a single additional jump while airborne	30	1	●	● ● ● ● ● ● ●
Ex Cancel	Support Type	Earned experience becomes 0	30	1	●	● ● ● ● ● ● ●
Extend	OVL system	Overlimit gauge decrease speed becomes 70%	150	2	●	● ● ● ● ● ● ●
Element Avoid	Defense Type	When hit by an elemental attack, 10% chance that the damage becomes 10	180	1	–	– – – – ● – ●
Enduro	Defense Type	Stagger time when taking damage is reduced by about 0.1 seconds	480	9	●	● – – ● – –
End OVL Gain	Support Type	If you win without taking damage, the Overlimit gauge increases by 20%	60	1	●	● ● ● ● ● ● ●
End Repair HP1	Support Type	At the end of battle, HP recovers by 10% of the maximum	60	2	●	● ● ● ● ● ● ●
End Repair HP2	Support Type	At the end of battle, HP recovers by 20% of the maximum	120	3	●	● ● ● ● ● ● ●
End Repair HP3	Support Type	At the end of battle, HP recovers by 30% of the maximum	180	3	–	– ● – – ● – –
End Repair TP1	Support Type	TP recovery amount after battle increased by 5%	60	2	●	● ● ● ● ● ● ●
End Repair TP2	Support Type	TP recovery amount after battle increased by 10%	120	3	●	● ● ● ● ● ● ●
End Repair TP3	Support Type	TP recovery amount after battle increased by 15%	180	3	–	● – – ● – – –
Ougi Plus	Attack Type	For each time this ability is equipped, the number of times you can follow up a Mystic Arte with another Mystic Arte increases by 1 (same Mystic Arte cannot be used)		4	●	● ● ● ● ● ● –
Overdrive	OVL system	While in Over Limit, the depletion rate of the Over Limit gauge becomes 1.5 times faster. However, all statuses become 1.5 times		4	●	● ● ● ● ● ● ●
All Erase	OVL system	While in Over Limit, you become immune to damage from all attacks	300	4	●	● ● ● ● ● ● ●
All Guard	Defense Type	Prevents all status ailments with a 30% chance	120	3	–	– – – ● – ● ●
Guard Up 1	Defense Type	Damage taken while guarding is reduced by 10%	30	1	●	● ● ● ● ● ● ●
Guard Up 2	Defense Type	Damage taken while guarding is reduced by 30%	60	1	●	● ● ● ● ● ● ●
Guard Up 3	Defense Type	Damage taken while guarding is reduced by 50%	90	2	●	● ● ● ● ● ● ●
Counter Strike	Offense Type	Guard counter power is increased by 1.5×	90	1	●	● ● ● ● ● ● ●
Counter Feint	Offense Type	Guard counter stun value is increased by 50	30	1	●	● ● ● ● ● ● ●
Counter Repair HP	Support Type	When a guard counter succeeds, HP is recovered by 10% of the maximum	30	1	●	● ● ● ● ● ● ●
Counter Repair TP	Support Type	When a guard counter succeeds, TP is recovered by 10% of the maximum	30	1	●	● ● ● ● ● ● ●
Counter Rave	Support Type	When a guard counter succeeds, the time during which the Rave gauge is more easily increased is extended by 5 seconds	30	1	●	● ● ● ● ● ● ●
Capacity Up 1	—	When setting an ability, CP consumed is increased by 1	20	—	●	● ● ● ● ● ● ●
Capacity Up 2	—	When setting an ability, CP consumed is increased by 2	60	—	●	● ● ● ● ● ● ●
Capacity Up 3	—	When setting an ability, CP consumed is increased by 3	240	—	●	● ● ● ● ● ● ●
Capacity Up 4	—	When setting an ability, CP consumed is increased by 4	999	—	●	● ● ● ● ● ● ●
Quarter Damage	Attack Type	All damage dealt to enemies is reduced to one-quarter (cannot be combined with "1 Damage" or "Half Damage")	320	1	●	● ● ● ● ● ● ●

Ability Name	Category	Effect	AP	CP	Learning Characters							
					Luca	Ilia	Spa	An	Rica	El	Kyu	Con
Gummi Master	Support Type	The effects of gummies used by oneself are doubled	270	3	–	–	–	–	–	●	●	–
Critical	Attack Type	Critical hit rate increases by 10%	30	1	●	●	●	●	–	●	●	●
Critical Burst	OVL system	While in Overlimit, critical rate increases by 20%	90	1	●	●	●	●	●	●	●	●
Get Angry	Support Type	When attacking an enemy, the amount their anger value increases becomes doubled	350	2	●	●	●	●	●	●	●	●
Concentrate	Defense Type	While casting, being hit will no longer cause staggering (excluding Secret Arts)	410	4	–	●	–	●	–	–	–	●
Combo Plus	Attack Type	The number of consecutive normal attacks that can be performed increases by one	150	2	●	●	●	●	–	●	●	●
Survive	Defense Type	In Guard state, no matter the attack's power, you will not be incapacitated and will always remain at 1 HP	360	4	●	–	–	–	–	●	●	–
Sub-Ex	Support Type	Can earn 100% experience even in a sub party	360	1	●	●	●	●	●	●	●	●
Thunder Shield 1	Defense type	Damage taken from lightning-element attacks reduced by 10%	30	1	–	–	●	–	–	–	–	–
Thunder Shield 2	Defense type	Damage taken from lightning-element attacks reduced by 30%	90	3	–	–	●	–	–	–	–	–
Thunder Shield 3	Defense type	Damage taken from lightning-element attacks reduced by 50%	150	5	–	–	●	–	–	–	–	–
Thunder Rise 1	Attack type	Damage dealt by lightning-element attacks to enemies increased by 10%	30	1	●	–	–	–	–	–	–	–
Thunder Rise 2	Attack type	Damage dealt by lightning-element attacks to enemies increased by 15%	90	3	●	–	–	–	–	–	–	–
Thunder Rise 3	Attack type	Damage dealt by lightning-element attacks to enemies increased by 20%	150	5	●	–	–	–	–	–	–	–
Jump Cancel	Support Type	During a skill combo, once only, an attack can be canceled with a jump	330	2	●	●	●	●	●	●	●	●
Status Guard	Defense Type	Will no longer become a status change	210	3	–	–	–	–	●	–	●	●
Stone Guard	Defense Type	Prevent petrification with a 50% chance	60	2	–	–	–	–	●	–	●	–
Snatch 1	Support-type	"Rover Item" success rate increased by 1%	30	1	–	–	–	●	–	●	–	–
Snatch 2	Support-type	"Rover Item" success rate increased by 5%	60	1	–	–	–	●	–	●	–	–
Snatch 3	Support-type	"Rover Item" success rate increased by 10%	90	2	–	–	–	●	–	●	–	–
Speed Item 1	Support-type	Item unusable time reduced by 15%	30	1	●	●	●	●	●	●	●	●
Speed Item 2	Support-type	Item unusable time reduced by 30%	60	1	●	●	●	●	●	●	●	●
Speed Item 3	Support-type	The time during which an item cannot be used is reduced by 50%	90	1	●	●	●	●	●	●	●	●
Speed Spell 1	Attack-type	Casting time reduced by 5%	90	1	–	●	–	●	–	–	–	●
Speed Spell 2	Attack-type	Chanting time reduced by 10%	180	2	–	●	–	●	–	–	–	●
Speed Spell 3	Attack Type	Chanting time reduced by 15%	270	3	–	–	–	●	–	–	–	●
Special	Attack Type	Enables activation of the second secret mystic art	30	1	●	●	●	●	●	●	●	●
Spell Keep	Attack Type	After interrupting a chant, if you cast the same spell again without performing any other attack, the chant resumes from the point where it was interrupted. (Excluding cases where you become incapacitated or lack sufficient TP)			–	●	–	●	–	–	–	●
Spell Lucky	Offensive type	When using a spell, there is a 20% chance that the TP consumed becomes 0	180	2	–	–	–	●	–	–	–	●
Dark Shield 1	Defensive type	Damage received from dark-attribute attacks reduced by 10%	30	1	–	–	–	–	●	–	–	–
Dark Shield 2	Defense Type	Damage received from dark-attribute attacks reduced by 30%	90	3	–	–	–	–	●	–	–	–
Dark Shield 3	Defense Type	Damage received from dark-attribute attacks reduced by 50%	150	5	–	–	–	–	●	–	–	–
Dark Rise 1	Offense	Damage dealt to enemies by dark-attribute attacks increased by 10%	30	1	–	–	–	–	●	–	–	–
Dark Rise 2	Offense	Dark-attribute attack damage dealt to enemies is increased by 15%	90	3	–	–	–	–	●	–	–	–
Dark Rise 3	Attack Type	Dark-attribute attack damage dealt to enemies is increased by 20%	150	5	–	–	–	–	●	–	–	–
Down 1	Attack Type	The time enemies remain down is multiplied by 1.5	60	2	●	–	●	●	–	●	●	–
Down 2	Attack Type	Enemy downed time is doubled	150	2	●	–	–	–	–	●	●	–
Dash Cancel	Support Type	During skill combos, you can cancel an attack with a dash once	360	3	●	●	●	●	●	●	●	●
Damage Protector	OVL system	While in Overlimit, receiving attacks will no longer reduce the Overlimit gauge	210	3	●	●	●	●	●	●	●	●

Ability Name	Category	Effect	AP	CP	Characters who learn this: Rucairis, Paanrika, Aelkyu, Con							
Damage Limiter	OVL system	While in Overlimit, when hit the reduction amount of the Overlimit gauge becomes 20%	120	1	●	●	●	●	●	●	●	●
Defense Custom	Parameter type: Physical defense increases by 20%, while magic attack and physical attack decrease by 5%		150	2	●	●	●	●	●	●	●	●
Defense Burst	OVL type	During Overlimit, physical defense increases by 20%	150	1	●	●	●	●	●	●	●	●
Defense Value	Parameter type: Physical Defense increases by 10%, Physical Attack decreases by 5%		120	1	●	●	●	●	●	●	●	●
Technical Guard	Defense Type	When guarding, physical attack damage becomes 1, but if not guarding the damage is doubled	30	2	—	—	—	—	—	—	●	—
Technical Resist	Defense Type	When Magic Guarding, magic damage becomes 1, but if not Magic Guarding the damage is doubled	30	2	—	—	—	—	—	—	●	●
Destroy	Attack Type	Double the steel-body depletion value of attacks.	160	3	●	—	●	—	—	●	●	—
Special Skill Plus	Attack Type	For each time this ability is set, the number of times you can perform an additional special move immediately after a special move increases by 1 (the same special move cannot be used)	2		●	●	●	●	●	●	●	—
Burst Absorb	OVL system	When Overlimit is activated, blow away surrounding enemies Deals damage and restores H120 P equal to 2% of the damage dealt	3		●	●	●	●	●	●	●	●
Burst Feint	OVL system	When Over Limit is activated, stuns nearby enemies. However, it has no effect on enemies that cannot be stunned	60	2	●	●	●	●	●	●	●	●
Burst Blow	OVL system	When Over Limit is activated, knocks back nearby enemies.	30	1	●	●	●	●	●	●	●	●
Hard Shot	Offensive	If the attack is critical, the enemy's stagger duration is increased by 0.3 seconds	30	1	●	—	●	—	—	—	●	●
Half Damage	Attack Type	All damage dealt to enemies is halved. Cannot be combined with "1 Damage" or "Quarter Damage"	240	1	●	●	●	●	●	●	●	●
Paralyze Attack	Attack Type	Normal attacks have a 10% chance to inflict paralysis on enemies	60	1	—	—	—	—	●	—	●	—
Paralyze Guard	Defense Type	50% chance to prevent paralysis	60	2	—	—	—	—	●	—	●	—
Higi Plus	Offensive	After the secret skill, as many times as the number of this ability set Number of times you can use a special technique increases by 1 (same special technique cannot be used)	3		●	●	●	●	●	●	●	—
Fear Guard	Defense Type	50% chance to prevent the fear status	60	2	—	—	—	—	●	—	●	—
Feint Up	Attack Type	Duration of enemy stun becomes 1.5 times longer	30	1	●	—	●	—	—	—	●	●
Feint Guard	Defense Type	Cannot be stunned	150	2	●	—	●	—	●	—	—	—
Phoenix	Support Type	When reduced to incapacitated, can revive once with 20% HP	540	5	—	—	—	—	—	●	●	—
Flare Shield 1	Defense type	Damage taken from fire-element attacks reduced by 30%	30	1	●	—	—	—	—	—	—	—
Flare Shield 2	Defense type	Damage taken from fire-element attacks reduced by 60%	90	3	●	—	—	—	—	—	—	—
Flare Shield 3	Defense type	Damage taken from fire-element attacks reduced by 90%	150	5	●	—	—	—	—	—	—	—
Flare Rise 1	Attack Type	Fire-attribute attack damage dealt to enemies increased by 10% — 30	1		—	—	—	—	—	—	—	—
Flare Rise 2	Offense	Fire-attribute attack damage dealt to enemies increased by 15% — 90	1		—	—	—	—	—	—	—	—
Flare Rise 3	Offense	Fire-attribute attack damage dealt to enemies increased by 20% — 150	2		—	—	—	—	—	—	—	—
Break HP Gain	Support Type	When defeating an enemy, recover HP equal to 5% of maximum HP — 60	2		●	●	●	●	●	●	●	●
Break TP Gain	Support	When defeating an enemy, recover TP equal to 5% of maximum TP — 60	2		●	●	●	●	●	●	●	●
Heavy Attack	Attack	Technique TP consumption is doubled, but damage dealt to enemies is multiplied by 1.5	90	5	●	●	●	—	—	●	●	●
Heavy Shot	OVL system	While in Overlimit, the enemy stagger time when landing attacks is multiplied by 1.5	60	1	●	●	●	●	●	●	●	●
Heavy Magic	Attack Type	Casting time is increased by 25%, but damage dealt by arts is multiplied by 1.5 Damage (cannot be used together with "Light Magic") — 150	6		—	—	—	●	—	—	—	●
Poison Attack	Attack Type	When a normal attack hits, there is a 10% chance to inflict the poison status on the enemy	60	1	—	—	—	—	●	—	●	—
Poison Guard	Defense Type	50% chance to prevent being poisoned	60	2	—	—	—	—	●	—	●	—
Magic Avoid	Defense Type	Reduce spell damage to 0 with a 5% chance	120	1	—	—	—	●	—	●	—	●
Magic Custom	Parameter type: Magic Attack increases by 20%, Physical Defense decreases and Magic Defense decreases by 5%		150	3	●	●	●	●	●	●	—	●

Ability Name	Category	Effect	AP	CP	Learning Characters: Rukairisupaanrikaeru	Yu	Con					
Magic Burst	OVL Series	While in Overlimit, Magic Attack increases by 20%	150	2	●	●	●	●	●	–	–	●
Magic Value	Parameter type	Magic Attack increases by 10%, Magic Defense decreases by 5%	120	1	●	●	●	●	●	–	–	●
Magic Feint	Attack type	Magic attack's stun value becomes 1.5 times	60	1	–	●	–	●	–	–	–	●
Light Shield 1	Defense Type	Damage taken from Light-element attacks reduced by 10%	30	1	–	–	–	●	–	–	–	–
Light Shield 2	Defense Type	Damage taken from Light-element attacks reduced by 30%	90	3	–	–	–	●	–	–	–	–
Light Shield 3	Defense Type	Damage taken from Light-element attacks reduced by 50%	150	5	–	–	–	●	–	–	–	–
Light Magic	Attack Type	Casting time reduced by 25%, but damage dealt by spells is halved (Cannot be combined with "Heavy Magic")	150	3	–	–	–	●	–	–	–	●
Light Rise 1	Attack Type	Damage dealt to enemies by Light-element attacks increased by 10%	30	1	–	–	●	–	–	–	–	–
Light Rise 2	Offense	Damage dealt to enemies by Light-element attacks increased by 15%	90	1	–	–	●	–	–	–	–	–
Light Rise 3	Offense	Damage dealt to enemies by Light-element attacks increased by 20%	150	2	–	–	●	–	–	–	–	–
Lucky Avoid	Defense Type	Physical attack damage has a 5% chance to be reduced to 0	120	2	●	–	●	–	–	●	–	–
Lucky Keep	Support Type	When damaged by an attack, there is a 10% chance to avoid becoming incapacitated and remain at 1 HP	120	2	●	–	–	–	–	●	●	–
Luck Custom	Parameter type	Luck increases by 5, but physical attack, magical attack, physical defense, and magical defense are reduced by 5%.	150	1	●	●	●	●	●	●	●	●
Runner 1	Support Type	Movement speed during battle becomes 1.1 times.	210	2	●	●	●	●	●	●	●	●
Runner 2	Support Type	Movement speed during battle becomes 1.5 times.	960	7	●	●	●	●	●	●	●	●
Risk Attack	When the parameter-type HP is 25% or less, physical attack increases by 20%.		120	2	●	–	●	–	●	●	●	–
Risk Defense	When the parameter-type HP is 25% or less, physical defense increases by 20%.		120	2	●	●	●	●	●	●	●	●
Risk Magic	When the parameter-type HP is 25% or less, magical attack increases by 20%.		120	2	–	●	–	●	–	–	–	●
Risk Resist	When the parameter-type HP is 25% or less, magical defense increases by 20%.		120	1	●	●	●	●	●	●	●	●
Revival	Support Type	When knocked out in battle, there is a 25% chance to be revived with HP at 10%.	360	4	–	–	–	–	–	●	●	–
Repeat	Attack Type	Allows the same skill to be used consecutively (takes effect when used in combination with "○○ Plus").	90	1	●	●	●	●	●	●	●	–
Repair Share	Support Type	When using a healing magic that recovers HP, the user also recovers an amount equal to 5% of their maximum HP.	120	2	–	●	–	–	●	–	–	–
Repair Plus	Support Type	The effectiveness of HP-restoring magic used by the user is increased by 5%.	150	2	–	●	–	●	●	●	–	–
Limit Break	OVL system	While in Over Limit, any magic or attack can be linked into a skill chain, and the limit on the number of attacks is removed.	160	3	●	●	●	●	●	●	●	●
Route Break	Attack Type	Learn to use Special Techniques, Secret Techniques, and Mystic Artes regardless of the order of Skill Links	90	2	●	●	●	●	●	●	●	–
Rave Upper	Support Type	The rate at which the Rave Gauge increases becomes 1.2 times.	30	1	●	●	●	●	●	●	●	●
Resist Custom	Parameter type: Magic Defense increases by 20%, while Magic Attack and Physical Attack decrease by 5%		150	3	●	●	●	●	●	●	●	●
Resist Burst	OVL type: During Overlimits, Magic Defense increases by 20%		150	1	●	●	●	●	●	●	●	●
Resist Value	Parameter type: Magic Defense increases by 10%, and Magic Attack decreases by 5%		120	1	●	●	●	●	●	●	●	●
Lost Attack	Support Type	Each time an ally is incapacitated, it becomes a status change that increases Physical Attack.	90	1	●	–	●	–	●	●	●	–
Lost Defense	Support Type	Each time an ally is incapacitated, it becomes a status change that increases Physical Defense.	90	1	●	●	●	●	●	●	●	●
Lost Magic	Support Type	Each time an ally is incapacitated, it becomes a status change that increases Magic Attack.	90	1	–	●	–	●	–	–	–	●
Lost Repair HP	Support Type	Each time an ally is incapacitated, HP is recovered by an amount equal to 30% of the maximum HP.	90	3	●	●	●	●	●	●	●	●
Lost Repair TP	Support Type	Each time an ally is incapacitated, TP is recovered by an amount equal to 30% of the maximum TP.	90	3	●	●	●	●	●	●	●	●
Lost Resist	Support Type	Each time an ally is incapacitated, it becomes a status change that increases Magic Defense.	90	1	●	●	●	●	●	●	●	●



CHAPTER 3

STORY

Basic Knowledge for Story Walkthroughs

Before starting the story walkthrough, here is some knowledge you should know. Learn tips for progre ssing your adventure efficiently and techniques for winning battles so you can proceed through the walkthrough mo e smoothly.

Adventure Section: Don't Miss Sub-events and Skits

In addition to the main story, viewing sub-events and skits is an essential element for fully enjoying this work . These occur at predetermined times, and some will ce ase to occur after a certain period has passed.

Therefore, when they occur you should watch them rig ht away. They often occur when you acquire a vehicle o r when a new ally joins, so in such cases it may be nece ssary to return to places you visited earlier.

Points to avoid missing them

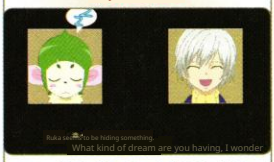
Talk with the residents

Make sure to talk to every town resident. There are also sub-events that occur whe n a specific character is at the top of the party.

Go to a place you visited before

When a new ally joins, it's a good idea to ret urn to places you visited before. There are many skits and other events that occur because the new ally joins a

Stay at an inn



Whenever you visit a new place, be sure to stay at the inn. Many skits occur as a result of staying at an inn.

Aim for bond values of 900 for everyone

Some skits have bond value conditions, and to see them all you need to raise every pairing's bond to 90 0 or higher. The maximum bond gain from story, sub -events, and skits is shown in the table below. To reac h 900 or more, you'll need to increase about 500 poin ts through battles. Prioritize putting characters whos e bond you want to raise into combat.

Ways to increase bond values

- Include the character whose bond you want to raise in battle
- Deliberately take damage or incur status ailments during battle, then heal them with items or artes
- Defeat the final enemy using a Mystic Arte to win

Maximum bond values obtainable outside of combat (first playthrough)

Character	Bond Value
Luca × Ilia	415
Luca × Spada	400
Luca × Anju	400
Luca × Ricardo	400
Luca × Elmana	400
Luca × Conway	400
Ruca × Kyukyu	400
Ilia × Spada	400
Ilia × Ange	405
Ilia × Ricardo	400
Ilia × Elmana	400

Character	Bond Value
Ilia × Conway	400
Ilia × Kyukyu	400
Spada × Anju	350
Spada × Ricardo	350
Spada × Elmana	400
Spada × Conway	365
Spada × Kyukyu	340
Ange Mericaldo	385
Ange × Elmana	385
Ange × Conway	330
Ange × Kyukyu	370

Character	絆値
Ricardo × Ermana	355
Ricardo × Conway	380
Ricardo × Kyukyu	380
Elmana × Conway	385
Elmana × Kyukyu	370
Conway × Kyukyu	370

Obtain equipment from enemies to save Gald

Weapons and armor are necessities for adventures, but they become expensive as the story progresses. If you replace the entire party's gear each time you visit a new town, you may end up short on Gald. The table below summarizes equipment that can be obtained from enemies so you can cover needs and save Gald. Although the drop rates are low, each piece generally offers slightly better performance than items sold in shops around the same time.

If you want to steal items, use the "Roper Item". El (character who) can use "Roper Item". Manna or Anju is needed.

Enemies that drop weapons and armor

Enemy Name	Main Appearance Locations	Acquisition Method	Item Name Category	Item Name	Equipable Characters
Tortchu	P.322 Forest of Sorrow	Drop		Item	Luca/Spada
Uparpa	P.309 Regnum Stalactite Cave	Steal	Armor - Body:	Ring Mail	Female Characters
Shirogeko	P.318 Regnum Stalactite Cave	Drop	Armor - Head:	Blue Ribbon	Ilia/Ricardo
Golem	P.316 Regnum Stalactite Cave	Drop	Armor - Body:	Chain Guard	Ange
Gargoyle	P.311 Shopkeeper's Mansion	Steal	Weapon:	Wind Dagger	Ermana/Kyukyu
Wizard	P.309 Shopkeeper's Mansion	Drop	Armor - Body:	Titanium Wear	Conway
Brown Bear	P.325 Calypso Mine	Drop	Weapon	Serano Fragment	Ricardo
Lava Golem	P.329 Kelm Volcano	Drops	Weapons	Formalhaut	Ilia
Chovusli	P.317 Otherworld Rift - Niel	Drops	Weapon	Desert Beryl	Luca/Spada/Ricardo/Kyukyu
Monstrul	P.329 Interstice of Another World - Niel	Drops	Armor · Head	Glorious Helm	Spada
Macchia	P.327 Interstice of Another World - Niel	Steal	Weapon	Gettenshi	Ange / Conway
Order Cult Assault Soldier	P.314 Battleship Lavendel	Steal	Armor Body:	Magic Robe	Ricardo
Order Mage	P.313 Battleship Lavendel	Drops	Weapons	Sadarssud	Conway
Venom Insect	P.309 Galpos Orchard	Drops	Weapons	Zohar	Luca/Spada/Ricardo/Kyukyu
Orange Glove	P.311 Galpos Orchard	Drops	Armor - Head	General Helm	Elmana
Tosageko	P.321 Galpos Jungle	Drop	Weapons	Raijin Gauntlets	Ilia
Regnum Soldier	P.331 Northern Battlefield	Drop	Weapons	Hyper Mag	Luka
Ice Demon	P.307 Garden Waiting for God	Drop	Weapons	Clay Sword	キュキュ
Skeleton Warrior	P.318 Garden Waiting for God	Drop	Armor	Full Plate	Luca/Spada
Tenos Assault	P.321 Tenos Weapons Factory	Drops	Weapon	Thor Hammer	Elmana
Order Senior Mage	P.313 Airship Wentos	Steal	Armor	Head Platinum Circlet	Ilia/Anju/Elmana/Conway
Ratio Seraph	P.330 Sky Castle	Drop	Weapons	Azoth	Anju
Kawancha	P.313 Pilgrimage of Souls Kardia	Drops	Armor · Body	Elder Robe	Ange / Conway
Gold Golem	P.316 Tower of Dawn	Steal	Armor · Body	Star Mail	Luca/Spada
Regnum Knight	P.332 Tower of Dawn	Drop	Weapons	Schwarzreave	Spada
Regnum Sniper	P.331 Tower of Dawn	Drop	Weapons	Texas Blaze	Ilia

Increase luck to obtain items from enemies

There are two ways to obtain items from enemies: they drop them or you steal them. In both cases, the higher your Luck, the greater the chance of obtaining items, so the key is to raise Luck to the maximum of 5. A recommended way to increase Luck is the ability "Luck Custom". It lowers other stats but raises Luck to its maximum. It is also attractive because every party member can learn it.

Tips to increase item acquisition rates

- Have high-Luck characters perform stealing or defeat enemies (P.010)
- Equip Rave abilities "Item Hunt 1–4" or "Item Collector 1–4"
- Equip the ability "Snatch 1–3"

Adventure Chapter: Learn abilities in order of priority

The AP required to learn abilities cannot be gained in large amounts from a single battle. Be careful when choosing abilities to avoid wasting AP. The ones listed on the right are useful for any character. Prioritize learning these first, then choose abilities that match each character's fighting style.

Abilities you should learn

Abilities	Effect
Double	the armor reduction amount when performing Destroy attacks
Reduce TP	consumption when using TP Save 1–3 arts/skills
OVL Upper: Increases	the amount the Over Limits gauge fills
	Increases the amount the Over Limits gauge fills
End Repair TP 1–3: Increases	TP recovered at the end of battle
Runner 1–2: Increases	a character's movement speed
	Increases a character's movement speed

Recommended abilities by type

Physical Attack Type

●○○ Plus ●Limit Break
●Repeat ●Attack Feint
●Route Break

If you primarily fight with physical attacks, prioritize learning skills like "○○ Plus" and "Repeat" to increase the number of times you can chain techniques. Also, making it easier to stun enemies with "Attack Feint" should make it easier to connect combos.

Magic Attack Type

●○○Rise 1–3 Spell ●Keep
●Heavy Attack ●Instant Spell
●Speed Spell 1–3

If you focus on magic attacks, prioritize skills that reduce casting vulnerability and those that increase attack power. Also, be sure to learn "Spell Keep." This excellent ability lets you resume casting from where you left off after interrupting it with a button or similar action.

Healing/Support Type

●Repair Plus ●Speed Item 1–3
●Repair Share ●Concentrate
● Gummy Master

If your role is mainly healing and support, secure "Speed Item1–3," which makes items easier to use, and "Repair Plus," which increases healing amounts. Also, when using magic, use "Concentrate" so your casting is not interrupted.

Adventure Chapter: Raise success rates by increasing favorite dishes' levels

Make good use of dishes that have effects like recovery or adding abilities. In particular, try to gather the recipes and ingredients for the recommended dishes below as early as possible. Also raise your cooking level to increase success rates. To level up, earn cooking points by making your specialty dishes.

Recommended Dishes

Cooking	Explanation
Mapo Curry	In addition to restoring 50% of HP, it also revives incapacitated characters. Register it to a shortcut so you can use it between consecutive battles.
Cheese Fondue	Restores 25% HP and 20% TP. Its recommended level is not very high, making it easy to use.
Sukiyaki	Increases physical attack by 10% and grants the ability "Attack Feint". If your party focuses on physical attacks, prepare this dish before battle.
Saba Miso Pasta	Increases magic attack by 10% and grants the ability "Speed Spell 3". If magic attacks are your main strategy, this dish shortens casting time.
Funa Sushi	Increases physical defense by 10% and grants the ability "Phoenix". If you make this dish, it can prevent incapacitation once, which is useful against strong enemies like bosses.
Cheese Soup	Completely prevents status changes and status ailments. When enemies that cause status changes or status ailments become common, prepare this dish.

Favorite dishes by character

Character Tar	Guideline LV	Favorite Dish	Cooking Points
Luka	9	Salad	13
	26	Stir-fried Vegetables	26
	41	Pilaf	37
Ilia	7	Sandwich	13
	45	Fruit Juice	44
	53	Vegetable Juice	52
Spada	14	Salmon Meunière	16
	34	Shortcake	33
	46	Onion Gratin Soup	45
Anju	21	Mushroom rice	22
	28	Simmered Daikon and Squid	28
	47	Gateau au chocolat	48
Ricardo	35	Seared Mushrooms	34
	54	Chanchan-yaki	53
	86	Whole Roasted Chicken	74
Elmana	31	Omelette rice (Omurice)	31
	40	Okonomiyaki	37
	45	Sukiyaki	44
キュキュ	43 Curry Pot		42
	44	Croque-monsieur	43
	44	Grated Soba	43
Conway	37	Seafood Doria	35
	55	Cream Stew	54
	59	Grasper	58

Combat Section: Basic Concepts of Party Formation

You can only win by pure offense against enemies that are extremely weak. In battle, you need to perform healing as needed, so having a party member who can use healing arts is essential. In particular, Anju, who can heal the entire party or provide area healing, is especially valuable.

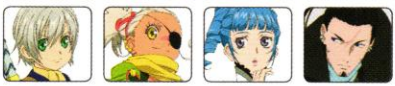
Ricardo should always be included in the party. In addition, you need a wall-type character who can hold enemies at the front lines and protect allies in the rear. With these two included, organize the remaining two members according to your goals—focusing on magic attacks, physical att

Party Formation Examples

Balanced Focus

A balanced combination made up of characters excelling in physical attacks and magic attacks, plus a healer. If having Anju as the sole healer feels risky, set a strategy where other characters use items to heal.

Physical Attack Focus



Anju dedicates herself to healing while Ricardo supports with auxiliary magic that causes status effects. If healing is insufficient, Ricardo will also handle some healing. Luka and Kyukyu then focus relentlessly on attacking. If possible, have Ricardo join the attack from long

Magic Attack Focus

Luka, who excels in physical defense, stands at the front line and focuses on holding back enemies. The other three attack from the rear with ranged normal attacks and magic. Ilia and Ricardo also serve as healers to keep Luka, who is prone to taking damage, healed.

Combo Focus

A combination that easily racks up hit counts for combos. After using high-hit attacks—such as Spada's "Scattering Rain" or "Autumn Rain"—to strip the enemy's armored state, stun them with Kyukyu's "Soul Howling" and then pile on hits with Ermanna's "Rengadan" and similar mov

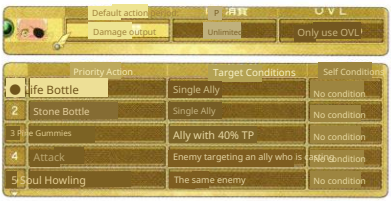
Don't forget to give instructions in the tactics

Once party formation is finished, next set the tactics that determine allies' actions. When creating tactics, the basic rule is to assign ones that suit each character's role.

However, it is better not to make a tactic that specializes exclusively in a single role. For an attacker, for example, set them to use items to heal as well as to attack to maintain balance. Below are sample settings for each role — please use them as a reference to find the optimal tactics.

Examples of tactic priority action settings by role

Attacker



In a tactic for a character who acts as an attacker — the photo is an example of Kyukyuu. In Basic Actions, choose "Offensive Combat" so they use high-power attacks. In Priority Actions, set it to prevent allies' casting from being interrupted and to prioritize recovery from petrification and incapacitation. Then set the skills you want them to use as much as possible to increase their usage frequency.

Healer/Support

For a role focused on healing and support — above is Ilia's example. Emphasizing healing, use "Healing Combat" to encourage ally recovery. Losing the ability to use techniques is fatal for a healer, so in Priority Actions prioritize TP recovery and recovery from Fear. Also set them to target enemies with elemental weaknesses and enemies who are casting so they can contribute on offense as well.

Combat Chapter: Learn how to behave in battle

The basics of combat are that physically focused characters go to the front line to hold back enemy movements while dealing damage, and magic-focused characters support from the rear. Melee allies are more likely to be hit by enemy attacks, and if surrounded, they can quickly

Because you can suffer heavy damage, always keep your HP at 70% or above. Also, some enemies prioritize targeting allies who are casting or allies positioned in the rear. Chase down and prioritize defeating such enemies by free-running.

Combat Tips

- Reduce the number of enemies by focusing attacks to defeat them one by one
- Avoid areas where enemies are densely packed to prevent being surrounded
- Defeat enemies that use attacks causing status ailments or status changes first
- If an enemy is casting, prioritize attacking it to interrupt the casting

Guard and endure. If you move, you'll be released and the enemy will trigger an Overlimit.

How to remove an enemy's armored state

Enemies with an armored state counterattack without flinching when hit, making them troublesome. When fighting such enemies, first quickly chip away their armor with high-hit attacks like Spada's "Sansayu." It's best if the ability "Destroy" is used to make armor easier to break. Once the armor reaches 0, unleash skill linkages and combos to deal damage.

They receive it. Even enemies with low HP or armored bodies may or finish them off with a powerful strike.

Strike the weak points to aim for massive damage!

When fighting particularly powerful foes such as bosses, be sure to check their elemental resistances. If you attack with an element the enemy is weak to, damage can be increased by up to 1.5×. At the same time, the critical-hit rate also rises, and if a critical occurs the total multiplier becomes 1.875×. Check the enemy's weak elements in "Enemy Data" (p.306) and attack using those elements. It's also a good idea to set allies to refrain from using skills of non-weak elements.

have their damage halved. It's also important not to be hit. Attack with an attribute that has strong damage resistance

Learn how to deal with enraged attacks

The basic way to deal with enraged attacks is with a Guard Counter, but this can only be activated if you are the target. Therefore, learn other ways to handle them besides Guard Counter. Recommended options are setting abilities like "Burst Blow" or "Burst Feint" and "Burst Absorb", and activating Over Limit in response to an enraged attack. This will knock the enemy away and stop the enraged attack. Also, using a Mystic Arte while in Over Limit is another option.

The basic counter to enraged attacks, Guard Counter, should be made reliable so it can b

"Burst Feint" is especially recommended because, besides knocking the enemy away, it can also cause them to be

Combat Section: Make Effective Use of Rave Abilities

Do not pass up using Rave Abilities that grant allies various effects such as healing and status boosts. To trigger these effects, raise the Rave Gauge using methods like those shown on the right. Also, set the basic tactic action for all allies to "Use only OVL" to take advantage of the Overlimit bonus, which increases the rate of Rave Gauge gain.

Tips for Increasing the Rave Gauge

- Use powerful artes
- Attack with attributes that hit weaknesses
- Build up hit counts with combos
- Trigger Over Limit and then attack

Example Sets of Rave Abilities by Purpose

Offense Focus

Equip abilities that raise physical or magical attack at high-increase levels (Level 3 or 4). For the other slots, choose abilities aimed at making the Rave Gauge fill more easily and maintainable. Swap Levels 3 and 4 depending on whether your build emphasizes physical attacks or magical attacks.

● Example of a setup

LV	Rave Abilities
1	Rave Save 1
2	Rave Up 2
3	Team Magic 3
4	Team Attack 4

Prioritize Recovery

For levels 1 and 2, which make it easier to maintain the Rave Gauge, set abilities that have recovery effects. In the example below, levels 1 and 2 are set to restore TP over time. Levels 3 and 4 are harder to maintain, so it's best to choose Rave Abilities you'd be happy to activate if possible.

● Example of a setup

LV	Rave Abilities
1	Divine Breath 1
2	Relax 2
3	Regen 3
4	TP Charge 4

Prioritize Development

Set items that increase the AP and experience needed for character growth to the high-effect levels 3 and 4. When maintaining higher levels, artes tend to consume large amounts of TP. Therefore, set TP-recovering effects at levels 1 and 2 to curb TP consumption. ● Example of a setup

LV	Rave Abilities
1	TP Charge 1
2	Relax 2
3	End Happiness 3
4	End Grow Up 4

Combat Section: Earn grade by defeating weak enemies

Grades are used not only at the Grade Shop but also at the New Game+ shop used during subsequent playthroughs (see p.257). To be able to buy what you want at the New Game+ shop, try to accumulate as many grades as possible during battles. The actions listed to the right are those you should be especially conscious of, and among them, actions that reduce grades are strictly to be avoided. With this in mind, the simplest and most reliable way to earn grades is to quickly defeat weak enemies. Doing so makes it less likely you will end up in situations that reduce grades, such as becoming incapacitated, and it is time-efficient. In addition, you can increase the grades you earn by raising the difficulty or by equipping the decorative "Blue Dice."

Grade Addition/Subtraction Points

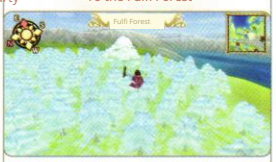
Actions	Grade
Win a battle without taking any damage	1
Win without using items	0.5
Guarded an enemy attack	0.01
Blocked the enemy's magic attack with Magic Guard	0.02
Interrupted the enemy's spellcasting	0.1
Attacked the enemy's weak attribute	0.01
Defeated an enemy in midair	0.05
When a party member falls in battle	−0.25
Attacked with an attribute the enemy is resistant to	−0.01
When the battle ended, the character was afflicted with a status abnormality	−0.1

Example of grinding for grades

Make Conway the sole member of the main party

To aim for no damage, do not let other allies participate in the battle; have only Conway, who can perform normal attacks from a distance.

To the Fulfi Forest



Go to Fulphy Forest (p.142), where only enemies that can be defeated in one hit, like Ottesta, appear. The fields around the royal capital Regulamage also OK.

Ranged Normal Attack

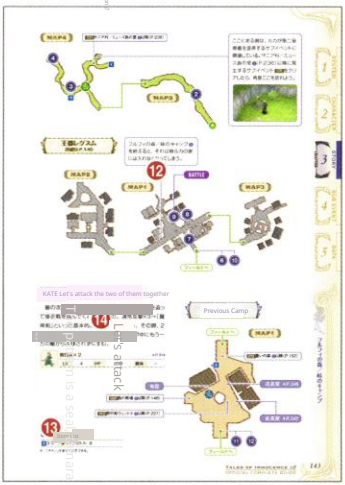
When the battle starts, defeat the enemies within 10 seconds without taking any damage and without using items. This alone can earn you 2 grade

Story Walkthrough

This introduces the procedures and strategies for advancing "Tales of Innocence R" to the e
nding. Other essential information includes the timing of skits and sub-events.

2 How to Read the Walkthrough Pages

Reg ② Mountain Pass / Reinca
Earth Institute
Story Flowchart
START
Item
Skits
Join
Withdraw
Ilia, Chitose Talked with Spada
7 BATTLE
Spada "Reincarnator of the Holy Sword" (P.074)
Irias/Spada (before battle 1) Luca (after battle 2)
Irias/Spada (after battle 2) Luca (after battle 1)
Comrades!/Uneasy atmosphere/Isn't it a good vibe?/
War is scary...
When you talk with Ilia and the other two, you will automatically be forced int
The first fight is a three-person battle with Luca, Ilia, and Spada,
while the next battle will be fought by Ilia and Parda.
In both cases, the menu will open before the battle, so use that time
to set up artes and the like.



Recommended Level

Estimated level required to clear that map.

② Map name

The name of the main map covered on that page.

③ Summary

The title of the summary that becomes available as you progress through that map. Summaries can be checked from the "Library" on the menu screen.

④ Facilities information

If the map contains facilities such as an item shop, weapon shop, general store, grade shop, or inn, they are marked with "○"; if not present, marked with "-". For lodging facilities such as inns, the amount of Gald required to use them is shown.

5 Type of map

Indicates whether the map is a town or a dungeon.

⑥ World map

Display with a "★" where the locations listed under ② "Map Name" are located on the world map.

Story Flowchart

The procedures required to clear the map described on that page. Note that steps involving event battles are marked with the BATTLE icon, steps with fights against bosses are marked with the BOSS icon, and steps that require solving complex mechanisms are marked with the GIMMICK icon.

Detailed Information

Information such as skits that occur and titles that can be obtained when following the steps shown in the flowchart. Details are as follows.

Join ····· Characters who join the party when that step is taken Leave ·

····· · Characters who leave the party when that step is taken

Items ····· Items obtained at that step

Titles ····· Titles obtained at that step

Skits ····· Skits that occur at that step. Skits shown in red indicate skits in which choices are displayed. Skits marked as occurring on the 2nd playthrough only will not occur until the second playthrough or later; skits marked with a note indicating they require staying at an inn will not occur unless you stay at an inn. If a place name is shown after a skit name, the skit will not occur unless you stay at the inn located in that place. For details on occurrence conditions and so on, refer to p.355 and following.

Sub-events ··· Sub-events that occur at that step. Icons such as 001, 002 correspond to the sub-event introductions starting on p.260. Icons shown in red indicate sub-events that have a fixed end timing; black icons indicate sub-events that occur until you fight Mathius at the Tower of Dawn. Also, sub-events marked as occurring on the 2nd playthrough only will not occur until the second playthrough or later.

Advice

Advice for carrying out those procedures.

⑩ Enemy List

Simple data for enemies that appear in that location. It lists the name, HP, and Steel Body (p.039), and elemental resistances (p.046). Elemental resistances are indicated by color: if an element name is red, damage dealt to the enemy with that element is 150%; pink indicates 125%; light blue indicates 75%; and blue indicates 50%.

① Mission Data

Data for the missions that occur at that location (p.051). Notes are provided for missions that are difficult to complete or that offer rewards you will definitely want to obtain.

Map

The map covered on that page. The meanings of the icons shown on the map are as follows. For maps that have already been visited, the map is shown at a reduced size and icons other than step numbers and connections between maps are omitted.

START ····· · Start point corresponding to the "Story Flowchart"

1 ····· · Places where the steps of the "Story Flowchart" are carried out · Map number as defined in this book

MAP1 ····· · Connections between maps. If a connected map is not on the same two-page spread, the reference page is indicated

A ····· Western Battlefield P.000 · · · Connection to another map

····· · Places where items, Gald, etc. can be obtained. Corresponds to the "Obtained Items List" on page 1. Entries highlighted in orange indicate treasure chests that will trigger a battle with enemies when opened.

001 ····· Places where sub-events occur. For items that do not occur at the time you visit the map location on that page, a note is provided.

····· · Memory circles. Those that restore HP and TP to 100% and revive fallen allies when stepped on are indicated as such; those that do not are labeled accordingly.

13 Obtained Item List

The items obtainable on that map and how to obtain them. Items whose obtain method is listed as "treasure chest" or "pick up" can be obtained by examining that location; items listed as "talk" or "cat" can be obtained by speaking to the person or cat at that location. For items obtained by "talk," the target you must speak to is indicated after the item name.

⑩ Event Battle Commentary

Strategy information for event battles that occur in ⑦ "Story Flowchart."

Puzzle Explanation

How to solve the puzzles that occur in ⑦ "Story Flowchart." ⑩ Bos

s Commentary

Strategy information for boss battles that occur in the ⑦ "Story Flowchart."

World Map

WORLD MAP

Introduces the positions of towns and dungeons displayed on the field and the information about enemies that appear on the field. Refer to this page when traveling around the world.

Town/Dungeon list (① denotes a town, ② denotes a dungeon)

	Royal Capital Regnum ▸P.140	
1	Regnum Stalactite Cave ※1 ▸P.160	
	Shopkeeper's Mansion ※1 ▸P.163	
2	Fulfi Forest ▸P.142	
	3 Pass Camp ▸P.142	
4	Regnum Pass ▸P.144	
5	Western Battlefield ▸P.146	
6	Holy City Naos ▸P.150	
7	Forest of Sorrow ▸P.152	
8	Naos Base ▸P.154	
9	East Country Ashihara ▸P.166	
10	Ashihara Royal Tomb ▸P.168	
11	Garam Port ▸P.173	
12	Calypso Mine ▸P.174	
	Gap Between Worlds ※3 — Nigel 2 P.182	
13	Western Country Garam ▸P.178	
14	Kelmu Volcano ▸P.179	
15	Gulpos, a Southern Country ▸P.194	
16	Gulpos Orchard ▸P.196	
	17 Galpos Jungle ▸P.198	
	18 Grigori Village ▸P.202	
	19 Commercial City Mamoot ▸P.204	
	20 Remless Marsh ▸P.206	
21	Supply Base Thot ▸P.206	
22	Northern Battlefield ▸P.211	
23	North Country Tenos ▸P.214	
	Tenos Weapons Factory ※4 ▸P.221	
24	Waiting-for-God's Garden ▸P.216	
25	Sky Castle ※4 ▸P.230	
26	Sania Village ▸P.236	
27	Myuth Tribe Village ▸P.236	
28	Path of the Soul Pilgrimage, Haruca ▸P.240	
29	Tower of Dawn ▸P.245	
30	Translocation Arena Achilea ※5 ▸P.284	
31	Triverse Gate ▸P.294	

※1 Located inside the royal capital Regnum. ※2: Located inside Calypso Mine. ※3: Can only be visited during the period from Sky Castle START (P.230) to Sky Castle (P.230). ※4: Located in the northern country Tenos. ※5 The location changes depending on the period. See P.284 for details.

Enemy Appearance List by Area

Area A — Near the Royal Capital Regnum

Otaota ▸P.311

HP115 Bronze Body — Attributes Fire Water Earth Wind Thunder Light 闇

115

Basabasa ▸P.323

HP 108 Steel Body — Attributes Fire Water Earth Wind Thunder Light 闇

Area B — Near the Mountain Pass Camp

Otaota ▸P.311

HP 115 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Darkness

Basabasa ▸P.323

HP 108 Bronze Body — Attributes Fire Water Earth Wind Thunder Ligh

RabiRabi ▸P.330

HP 386 Bronze Body — Attributes Fire Water Earth Wind Thunder Light 闇

Area C — Near the Holy City Naos

Wolf ▸P.310

HP 805 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder,

Seven Star ▶P.318

HP 386 Steel Body — Attributes Fire Water Earth Wind Thunder Light

Fungus ▶P.325

HP 2463 Steel Body — Attributes Fire Water Earth Wind Thunder Light

Area Near the Eastern Country Ashihara

Ashihara Rabbit ▶P.307

HP 2117 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Emerald Beetle ▶P.310

HP 1411 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Boar ▶P.326

HP 2419 Steel Body 1 Attributes Fire Water Earth Wind Thunder Light

Area: Near the western country of Garam

Killer Bee ▶P.314

HP 977 Steel Body — Attributes: Fire Water Earth Wind Lightning Light Dark

King Club ▶P.314

HP 1692 Steel Body 40 Attributes: Fire Water Earth Wind Thunder Light Dark

Sandworm ▶P.317

HP 2662 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Area F Near the southern country Garupos

Orange Glove ▶P.311

HP 6417 Steel Body 20 Attributes Fire Water Earth Wind Thunder Light

Jellyfish ▶P.318

HP 7946 Steel Body — Attributes: Fire Water Earth Wind Thunder Light Dark

Flying Mouse ▶P.322

HP 4814 Steel Body — Attributes Fire Water Earth Wind Thunder Light Dark

Flower Pattern ▶P.325

HP 3209 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Area G Near Grigori Village

Death Hornet ▶P.320

HP 1962 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Dodo ▶P.321

HP 4807 Steel Body — Attributes: Fire Water Earth Wind Thunder Light Dark

Robber Club ▶P.332

HP 4326 Steel Body 40 Attributes: Fire Water Earth Wind Thunder Light

Area H Near the commercial city Mamoot

Death Raven ▶P.320

HP 4127 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Nepenthes ▶P.323

HP 11024 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Hebi Hebi ▶P.326

HP 3531 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Rhinossus ▶P.330

HP 5295 Steel Body 10 Attributes Fire Water Earth Wind Thunder Light All

Area Near Tenos・Trivers Gate

Ice Soul ▶P.307

HP 3312 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Da

Grizzly ▶P.315

HP 10926 Steel Body 50 Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Snow Rabbit ▶P.318

HP 6798 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Da

White Jackal ▶P.327

HP 7764 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Da

Area: Near Sania Village

Arachne ▶P.308

HP 4896 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light

Vulture ▶P.309

HP 6344 Steel Body — Attributes Fire Water Earth Wind Thunder Light

Grappler ▶P.314

HP 3208 Steel Body 60 Attributes: Fire Water Earth Wind Thunder Light Dark

Hatchet Beeg ▶P.324

HP 7160 Steel Body — Attributes: Fire Water Earth Wind Lightning Light Dark

Area: Sea on the south side

Uo Uo ▶P.309

HP 2445 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Kā kā ▶P.311

HP 2292 Steel Body — Attributes Fire Water Earth Wind Thunder Light

Jellyfish ▶P.318

HP 7946 Steel Body — Attributes Fire Water Earth Wind Thunder Light Dark

Hermit Crab ▶P.323

HP 2292 Steel Body 50 Attributes Fire Water Earth Wind Thunder Light Dark

Area: Sea on the North Side

Aqua Rex ▶P.307

HP 3110 Steel Body — Attributes: Fire Water Earth Wind Thunder Light Dark

Oil Slider ▶P.311

HP 1428 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, D

Deep Diver ▶P.320

HP 2765 Steel Body 60 Attributes: Fire Water Earth Wind Lightning Light Dark

Poltergeist ▶P.327

HP 1728 Steel Body 30 Attributes Fire Water Earth Wind Thunder Light

Recommended Level 1

Royal Capital Regnum

TOWN DUNGEON

Synopsis	Warrior Seen in Dreams ~ Morning of the Ritual				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	○	○	—	○	50 Gald

Story Flowchart

Skits P.359 Sub-event P.261

START

1 Enter the first floor of Luca's ▶P.140

Skits	Haa... / Go to Fulfi Forest
Sub-events	0 The great adventurer who travels the world ①
Items: Eddie's Sword / Battle Book / Monster Catalog	
Title: New Game+ Luca "Pajama Boy" (P.058)	

At this point you cannot use facilities other than the item shop, but you can rest on the bed on the second floor of Luca's house. Head to the next destination, Fulfi Forest, only after receiving items and gald from the residents.

2 Approach the entrance/exit of MA ▶P.140

Skit: The person from earlier

Sub Event	002 The great adventurer who travels the world ②

3 After going out to the field, go to Fulfi Forest ▶P.140

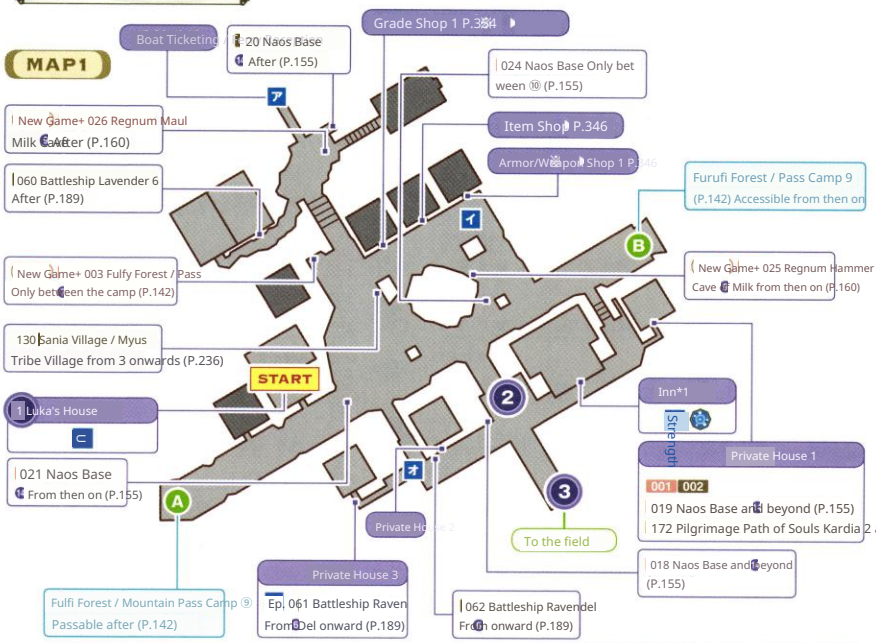
Skit: The location of Fulfi Forest is

When you go out into the field you can receive the battle tutorial. Before going to Fulfi Forest, you may want to fight field enemies and get the hang of battle techniques.

Continued on P.142

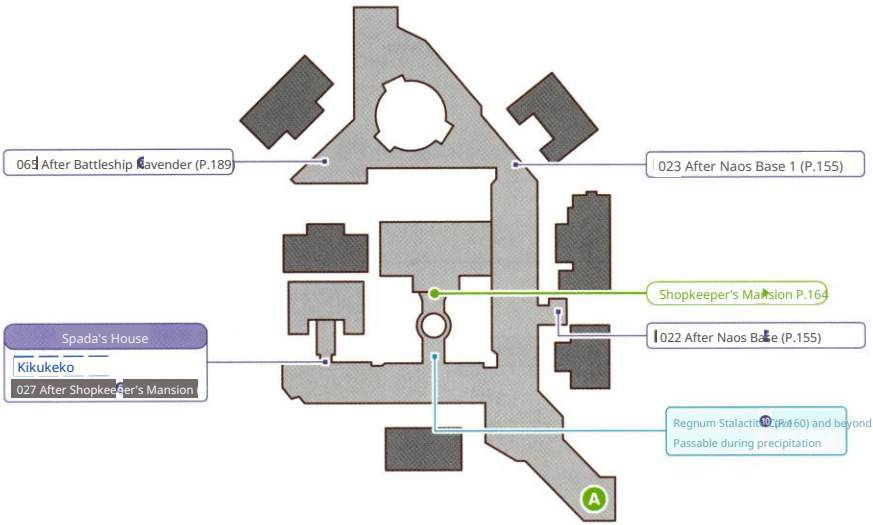
Map

Royal Capital Regnum

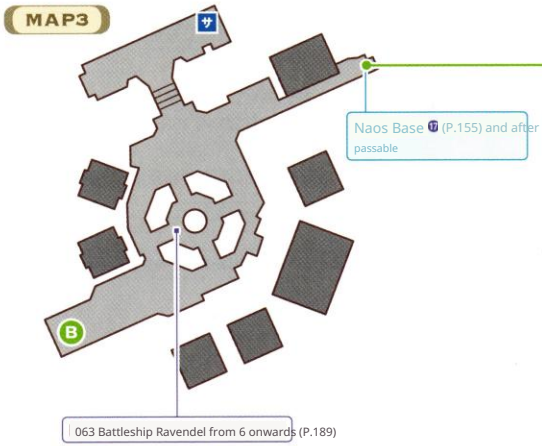

MAP1
Boat Ticketing
20 Naos Base After (P.155)
Grade Shop 1 P.354
024 Naos Base Only between ⑩ (P.155)
New Game+ 026 Regnum Maul Milk Cave After (P.160)
Item Shop P.346
Armor/Weapon Shop 1 P.346
060 Battleship Lavender 6 After (P.189)
Furufi Forest / Pass Camp 9 (P.142) Accessible from then on
New Game+ 003 Fulfy Forest / Pass Only between the camp (P.142)
New Game+ 025 Regnum Hammer Cave Milk from then on (P.160)
130 Sania Village / Myus Tribe Village from 3 onwards (P.236)
START
1 Luka's House
Inn*1
Strength
Private House 1
001 002
019 Naos Base and beyond (P.155)
172 Pilgrimage Path of Souls Kardia 2 and beyond (P
021 Naos Base From then on (P.155)
Private House 2
To the field
018 Naos Base and beyond (P.155)
Private House 3
Ep. 061 Battleship Raven From Del onward (P.189)
062 Battleship Ravendel From onward (P.189)
Fulfi Forest / Mountain Pass Camp ⑨ Passable after (P.142)

*1: Usable after Fulfi Forest / Mountain Pass Camp 9 (P.142).

MAP2



MAP3



MAP5

●Obtainable Items List

Conversation A	Life Bottle (Ship Reception)
Conversation	Life Bottle (Older Sister)
U Conversation	300 Gald (Luca's Mother)
Treasure Chest	Orange Gummy
O Conversation	Apple Gummy (Grandmother)
Ka Conversation	Holy Bottle (Cult Follower) ※2
+ Treasure Chest	Orange Gummy
7 Treasure Chest	Apple Gummy
Ke Treasure Chest	200 Gald
Treasure Chest	Life Bottle
Sa Conversation	Orange Gummy (Royal Capital Soldier) ※3

Note 2: When the party leader is Anju, obtained from believers (from Naos Base to Galbos Jungle).

Note 3: Obtained after talking to the royal capital soldier three times (Fulfi Forest / Pass From the camp to the Western Battlefield).

Recommended Level 3

Fulfi Forest / Mountain Pass Camp

TOWN DUNGEON

Synopsis: Strange Young Men ~ Meeting with Ilia 3

Facility (Mountain Pass Camp) [1]	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	○	○	—	—	20 Gald

Note 1: There are no facilities in Fulfi Forest.

Story Flowchart

Skits p.339 Sub-event P.261

START

1 Enter MAP2 ▶P.142
Skits: If It Comes to That

2 Advance a Short Distance into M ▶P.143

3 At MAP4 fork, proceed to the left ▶P.143

4 Approach Eddy and Nino ▶P.143
Skit Will it be enough?

5 Go out into the field ▶P.142

6 Enter the royal capital Re ▶P.143

7 Move slightly up-left ▶P.143
Sub-event Second Playthrough 003: Find Hasta ①

8 Buy a hot dog at the hot dog stand ▶P.143
Skits: Mustard Service 1

9 BATTLE: Move away from the hot dog stand and defeat 2 cult soldiers P.143

Skits	On Methods for Adapting to Capture of Espers / Nimi-tchi / What is this? / Mustard Service 2 / Before Leaving Town First Overnight at an Inn / There Is Only One Inn Bed Next Door Is? / Try Waking Ilia
Item	Broadsword
Title	Luca "Reincarnated Warlord" (P.058)
Join	Ilia

On the menu screen, "Arts" and "Style" become usable. Learn abilities and set them up.

10 Go out into the field ▶P.143
Skit Rumors of the Gifted

Even if you pass through the mountain pass camp, the story can proceed, and the inn fee is a cheap 20 gald. It is useful as a base for farming experience and AP. Also, if you advance northwest on the field you can reach the arena (P.284).

11 Enter the mountain pass camp ▶P.143

12 After going out into the field, go to Regnum Pass ▶P.143

Continued on P.144

Enemy List (Fulfi Forest)

Otaota ▶P.311

HP	115	Steel Body	—

Attributes: Fire Water Earth Wind Thunder Light Kai

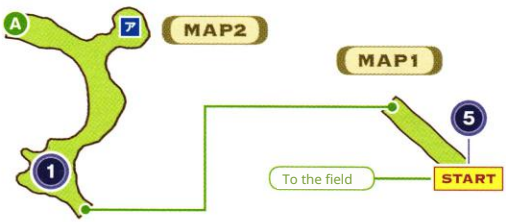
Basabasa ▶P.323

HP	108	Bronze Body	—

Element: Fire Water Earth Wind Thunder Light Kai

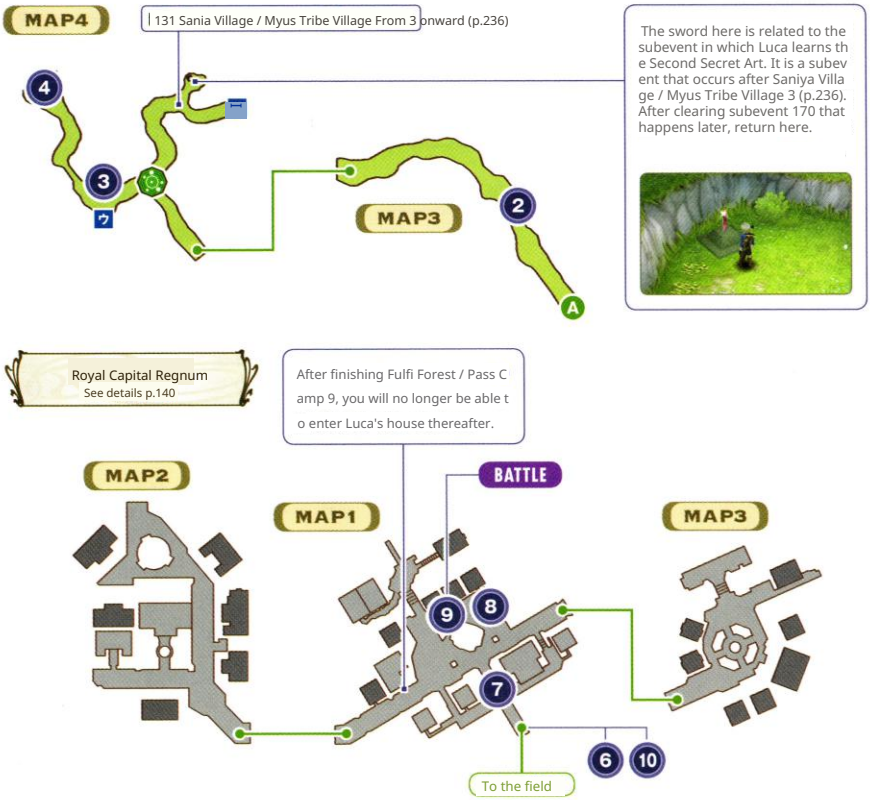
Map

Fulfi Forest



●Obtainable Items List

7 Treasure chest Apple Gummy
Treasure chest 350 Gald
Treasure chest Spectacles ×2

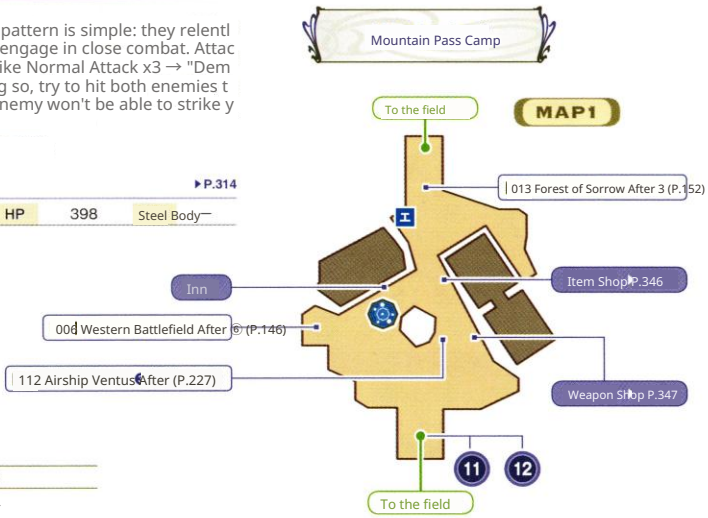

MAP4
131 Sania Village / Myus Tribe Village From 3 onward (p.236)
4
3
MAP3
2
A
The sword here is related to the subevent in which Luca learns the Second Secret Art. It is a subevent that occurs after Saniya Village / Myus Tribe Village 3 (p.236). After clearing subevent 170 that happens later, return here.
Royal Capital Regnum
See details p.140
After finishing Fulfi Forest / Pass Camp 9, you will no longer be able to enter Luca's house thereafter.
MAP2
MAP1
BATTLE
MAP3
9
8
7
6
10
To the field

BATTLE - Attack both enemies at once

The enemies' attack pattern is simple: they relentlessly pursue Luca and engage in close combat. Attack using basic combos like Normal Attack x3 → "Demon Sword". When doing so, try to hit both enemies together so the other enemy won't be able to strike you during the combo.

Church Soldier ×2 ▸P.314

LV	4	HP	398	Steel Body



●Obtainable Items List

Eneko ◆Life Bottle	※

※：Can be obtained by giving "Chicken".

Recommended Level 4

Regnum Pass / Reincarnate Research Institute

TOWN DUNGEON

Summary: The Holy Sword Durandal

Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	—	—	—

Story Flowchart

Skits p.359 Sub-events ▶ —

START

Skits: About the Great Main Heaven / The cult? / How they address each other

When you proceed to the next step an event will occur and you will be automatically moved to the Reincarnate Research Lab. If that happens, facilities such as shops and inns will be unavailable until West Battlefield START (P.146). If you are low on recovery items like "Apple Gummy" it is probably best to return to the town and shop for resupply first.

It would be better.

1 Approaching the suspension bridge on MAP 2 will automatically move you to the Reincarnation Research Institute ▶P.145

Skits: What is the Institute? / Grigori is strange, isn't he? / Korda's worries

2 [illegible]TTLE T[illegible]en, defeat Latio Ex. After that, defeat Latio Ex again ▶P.145

Skits: Comrades!/Uneasy atmosphere/Isn't it a good vibe?/War is scary...

Title: Spada "Reincarnator of the Holy Sword" (P.074)
Join: Irias/Spada (before battle 1) Luca (after battle 2)
Withdraw: Irias/Spada (after battle 2) Luca (after battle 1)

When you talk with the three — Ilia, etc. — you will automatically enter a t

The first battle is fought by Luca, Ilia, and Spada, but the next battle will be fought by Ilia and Spada. The menu opens before both battles, so use that time to set up artes and the like.

3 When you speak with Ilia and Spada, you will automatically be moved to the w battlefield ▶P.145

Join: Ilia / Spada

Continued on P.146

Enemy List (Regnum Pass)

Rabi Rabi ▶P.330

HP 386 Steel Body —

Attributes: Fire Water Earth Wind Thunder Light Palace

Seven Star ▶P.318

HP 386 Steel Body —

Attributes: Fire Water Earth Wind Thunder Light 闇

Wolf ▶P.310

HP 805 Bronze Body —

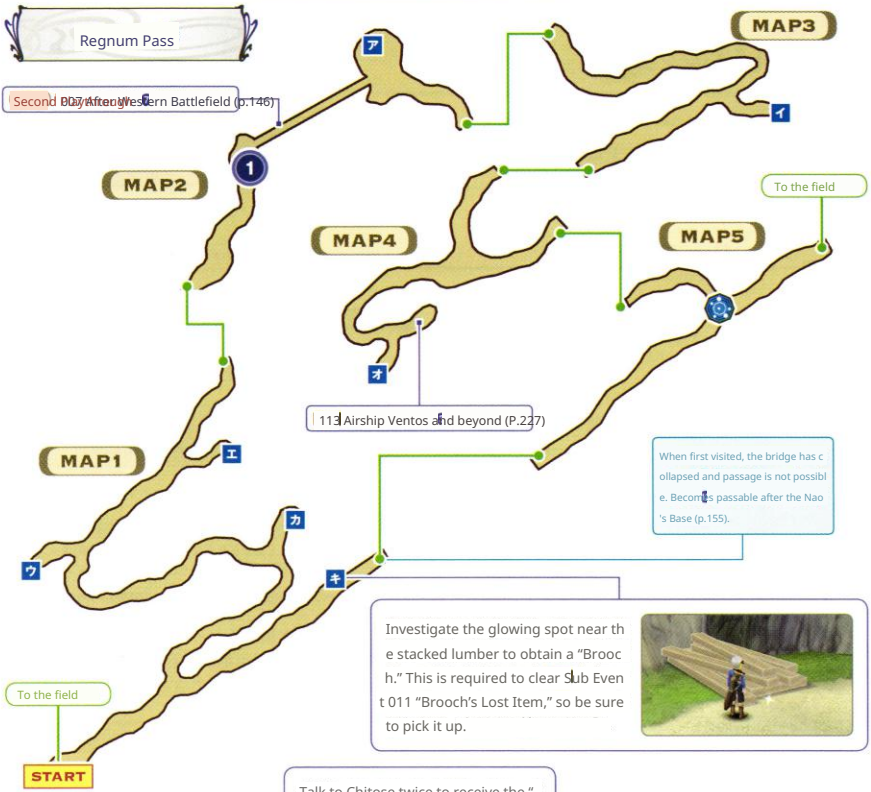
Element: Fire Water Earth Wind Thunder Light Between

They use a hit-and-away tactic, so if you recklessly attack head-on, they will interrupt your assault and escape. Guard against the opponent's attacks, then pursue and strike when they try to flee.

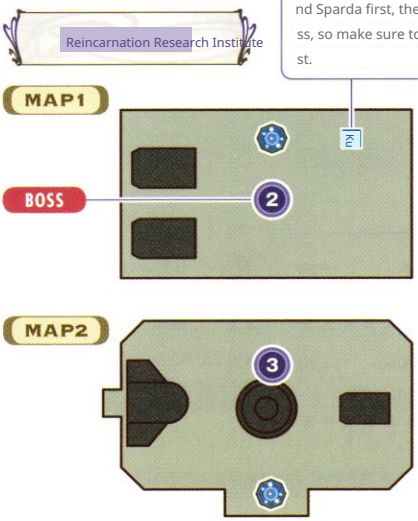
• Mission data

Number	Enemy group	Condition	Mission reward
1	Wolf ×3	Defeat them within 16 seconds	Earned galds are tripled

The Regnum Pass mission will start after the Western Battlefield (p.146) or upon checking. Wolves are tough opponents the first time you visit, but by that stage your level will have risen and Spada will have joined, so you can overpower them easily. To meet the completion conditions, quickly take down the nearby wolves first. If you succeed, the galds you earn will be tripled. It's also a good idea to walk around the map to farm galds and wait to encounter enemies.


Regnum Pass
MAP3
ア
イ
Second Battle After Western Battlefield (p.146)
MAP2
1
MAP4
MAP5
To the field
オ
113 Airship Ventos and beyond (P.227)
MAP1
エ
カ
ウ
キ
When first visited, the bridge has collapsed and passage is not possible. Becomes passable after the Nao 's Base (p.155).
Investigate the glowing spot near the stacked lumber to obtain a "Brooch." This is required to clear Sub Event 011 "Brooch's Lost Item," so be sure to pick it up.
To the field
START

Talk to Chitose twice to receive the "Rabbit Symbol." If you speak to Ilia and Sparda first, the story will progress, so make sure to talk to Chitose first.



● Obtained Items List

- A Treasure Chest: Valisoba Recipe
- Treasure Chest: Life Bottle
- U Treasure Chest: Leather Mail
- Treasure Chest: 700 Gald
- O Treasure Chest: Sage
- Ka Treasure Chest: Life Bottle
- Pick up: Brooch
- Conversation: Rabbit Symbol (Chitose)

BATTLE Cooperate with allies in battle

Before the battle starts the menu opens, so have newly joining Spatha learn abilities to gain any possible advantage in battle. Once combat begins, first run freely to evade and wait for the enemy to miss an attack. When an opening appears in the enemy, coordinate with your allies and strike.

Luca is absent in the second fight, but the basic approach is the same.

Ratio Ex ▸P.330

LV	6	HP	1291	Steel Body 20

Recommended Level 8

Western Battlefield

Summary: To the Western Battlefield ~ Garam's Mercenaries 3

Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	○	○	Free

Story Flowchart

Skits p.359 Sub-event P.361

START

Skits: About the Myus tribe / Commander, how frightening... / The terror of the battlefield / Durandal departs

Enemies that inflict paralysis appear on the western battlefield. It is recommended to purchase "Paraly Bottle" beforehand.

1 Proceed to the upper right of MAP1 ▶P.147

Skits: Watching leisurely / Chitose is surprisingly strong
Item: Rice ball recipe / Rice / Salt / Nori
Title: Ilia "Dislikes Chitose" (P.066)

The "Cooking" option becomes available in the menu. The ingredients needed to make "Onigiri" can be bought at the general store, and may also be dropped by enemies that appear on the western battlefield.

2 Enter MAP2 ▶P.147

Skits: Battle situation with Garam / Asura's sword techniques / Good at persuasion
Sub-event 004 Stamina is everything

From this point on, missions will occur upon encounters in each dungeon. Because missions can be triggered any number of times, don't be afraid of failure and give them a try.

3 BATTLE 1 Proceed forward on MAP3 and defeat Latio Dunas ▶P.147

4 BATTLE 2 Proceed forward on MAP4 and defeat Latio Tete Tes ▶P.148

Skits: Sparda's Way of Laughing

5 BATTLE 3 Advance through MAP5 first and defeat Ratio·Sroné ▶P.148

Skits: Inanna and Ilia / Fire?

6 BOSS 1 Return to MAP1; upon defeating the sniper you will automatically be moved out onto the field ▶P.147

Skits: Even though they were enemies in a past life... / You look quite happy / I wish Chitose had come too / Want to go home / Night Conversations [Royal Capital Regnum, etc.] / Let's! Pillow fight [Royal Capital Regnum, etc.] / Oversleeping at the inn [Pass camp and others] Inn: Delicious-sounding sleep talk [Pass camp, etc.]
Sub-event 005 Cannot stay at an inn / 006 Rock-paper-scissors Master

After completing this procedure, styles will level up and new abilities can be learned, and the shop inventories in the Royal Capital Regnum and the Pass camp will change.

7 Enter Regnum Pass ▶P.149

Sub-event 2nd Playthrough 007 Shinjer Five ①

8 BOSS 2 Descend the mountain on MAP5 and defeat Eggbear and Wolf ×2 ▶P.149

9 After exiting to the field, go to the Holy City Naos ▶P.149

Continued on P.150

Enemy List

Geko Geko ▶P.315
HP 706 Steel Body —
Attributes: Fire Water Earth Wind Lightning Light Dark

Woodsworm ▶P.309
HP 793 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light

Garam Hunter ▶P.312
HP 403 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Li

Bee ▶P.324
HP 191 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Darkness

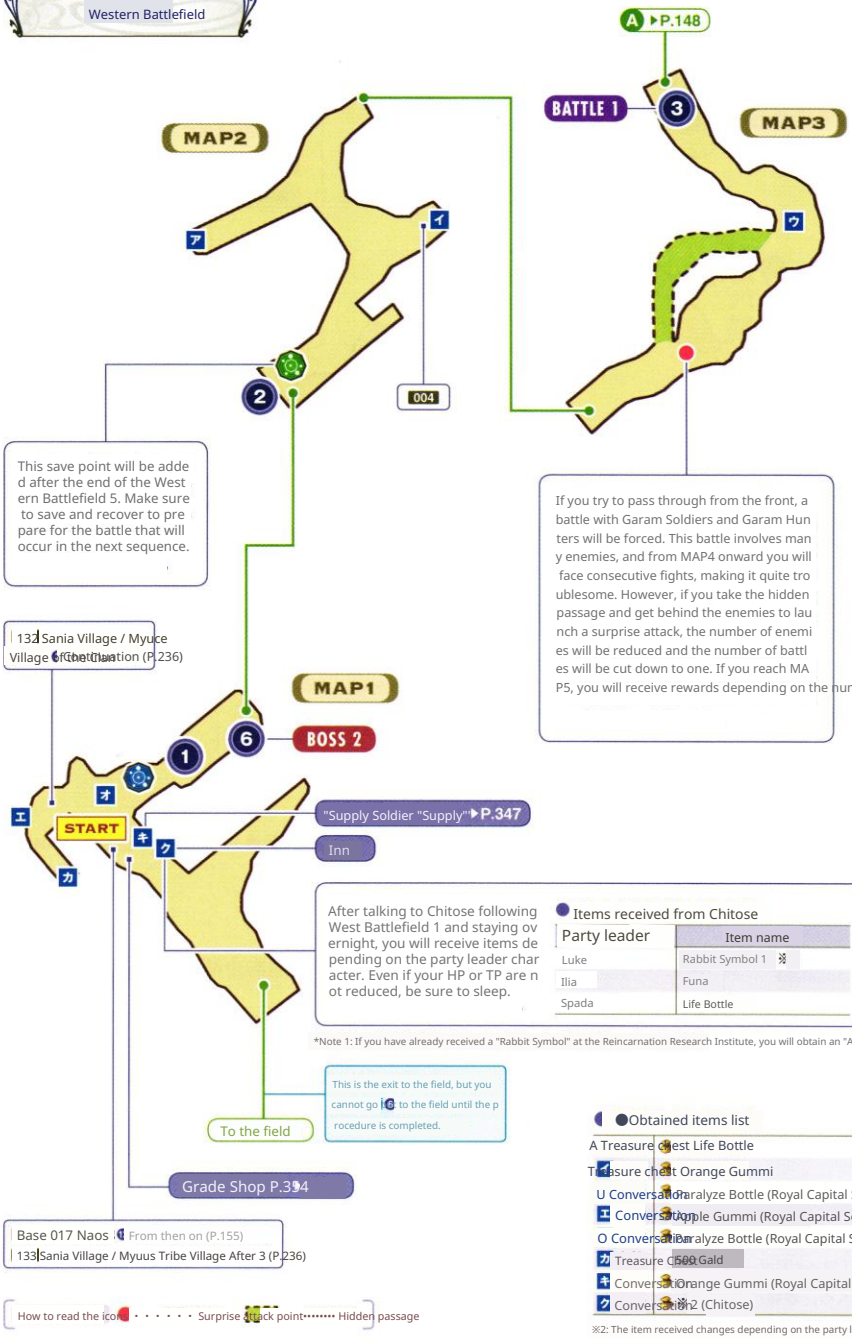
Garam Soldier ▶P.312
HP 538 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light

▲ Appears as a Garam Soldier and starts firing shots. Since it uses ranged attacks to interrupt our attacks, defeat it quickly.

• Mission data

Number	Enemy group	Condition	Mission reward
1	Geko Geko / Bee ×2 / Woods Worm	Make a 9-hit combo	Grade gained increases by 5

Western Battlefield



This save point will be added after the end of the Western Battlefield 5. Make sure to save and recover to prepare for the battle that will occur in the next sequence.

If you try to pass through from the front, a battle with Garam Soldiers and Garam Hunters will be forced. This battle involves many enemies, and from MAP4 onward you will face consecutive fights, making it quite troublesome. However, if you take the hidden passage and get behind the enemies to launch a surprise attack, the number of enemies will be reduced and the number of battles will be cut down to one. If you reach MAP5, you will receive rewards depending on the number of successful surpris

133 Sania Village / Myuce Village After Incarnation (P.236)

"Supply Soldier "Supply" ▶P.347

Inn

After talking to Chitose following West Battlefield 1 and staying overnight, you will receive items depending on the party leader character. Even if your HP or TP are not reduced, be sure to sleep.

● Items received from Chitose

Party leader	Item name
Luke	Rabbit Symbol 1 ※
Ilia	Funa
Spada	Life Bottle

*Note 1: If you have already received a "Rabbit Symbol" at the Reincarnation Research Institute, you will obtain an "Apple Gummi" instead.

To the field

This is the exit to the field, but you cannot go back to the field until the procedure is completed.

Grade Shop P.394

Base 017 Naos (From then on (P.155))

133 Sania Village / Myuus Tribe Village After 3 (P.236)

How to read the icons: ····· Surprise attack point ····· Hidden passage

● Obtained items list

A Treasure chest Life Bottle

Treasure chest Orange Gummi

U Conversation Paralyze Bottle (Royal Capital Soldier)

エ Conversation Apple Gummi (Royal Capital Soldier)

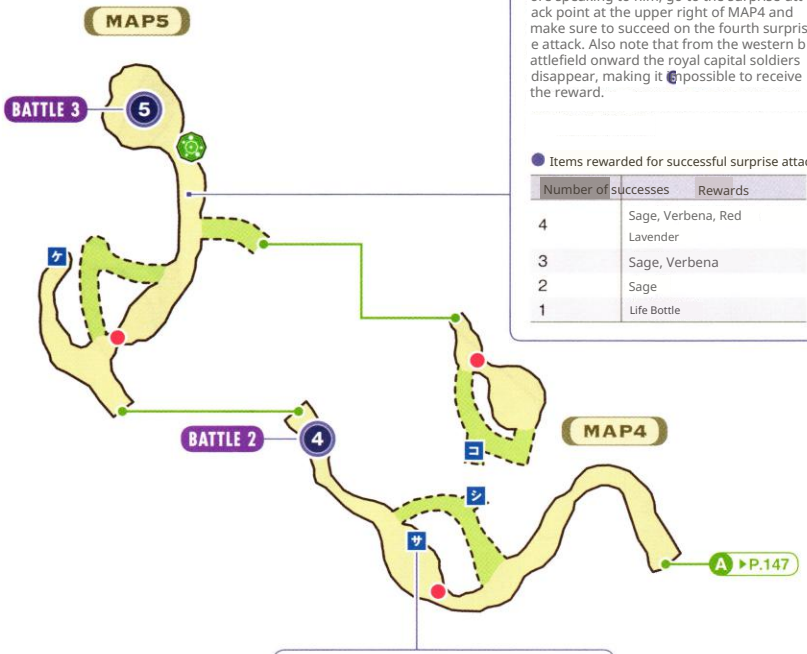
O Conversation Paralyze Bottle (Royal Capital Soldier)

カ Treasure chest 500 Gald

キ Conversation Orange Gummi (Royal Capital Army Supply Soldier)

ク Conversation 2 (Chitose) ※

※2: The item received changes depending on the party leader.



If you speak to the royal capital soldier here, you will receive items

Rewards can only be obtained once, so before speaking to him, go to the surprise-attack point at the upper right of MAP4 and make sure to succeed on the fourth surprise attack. Also note that from the western battlefield onward the royal capital soldiers disappear, making it impossible to receive the reward.

● Items rewarded for successful surprise attacks

Number of successes	Rewards
4	Sage, Verbena, Red Lavender
3	Sage, Verbena
2	Sage
1	Life Bottle

Defeat the enemies near the surprise-attack point and seize the stronghold, then talk to the royal capital soldier who will request an "Apple Gummy." If you give him an "Apple Gummy," he will give you an "Orange Gummy."

● Obtained Items List

- Treasure chest Apple Gummy ×2
- Treasure chest Hot Chocolate Recipe
- Conversation Orange Gummy (Royal Capital Soldier)
- Treasure chest Paralysis Charm

※ You can obtain it by giving an "Apple Gummy."

[How to read the icons ……Ambush point ……Hidden passage]

BATTLE 1 Dodge the dive by freerunning

Its characteristic move is to float in the air and then dive while thrusting with its sword. When it floats, escape by freerunning to avoid the attack, then circle to its back and attack to fight easily.

Latio Dunas ▸P.330

LV	7	HP	1345	Copper Body	20

BATTLE 2 Stop the chant and counterattack

In addition to the same diving attack as Latio Dunas, it uses "Fireball". When the enemy begins chanting, rush in quickly and hit it to interrupt the chant.

Ratio Tetes ▸P.330

LV	8	HP	1422	Steel Body	20

BATTLE 3 Close the distance and aim for combos

In addition to "Fireball," it also uses "Wind Cutter." Its attack pattern is the same as Ratio Tetes, so interrupt its casting in close combat and attack in coordination with your allies.

Ratio Slone ▸P.330

LV	8	HP	1596	Steel Body	30

BOSS 1 Repeat the pattern of "dodge with free run, then attack."

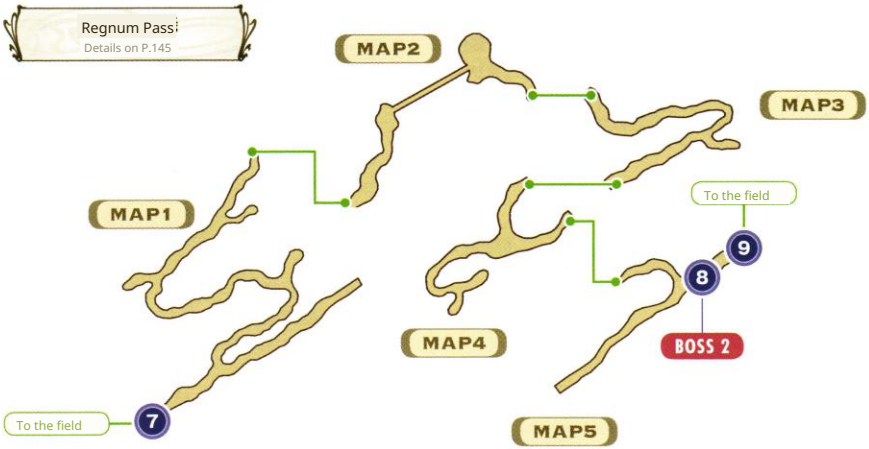
Snipers attack with a variety of techniques—for close co mbat they use "Swift Spear," and for long range they use mo ves like "Mar—" "Siles Hunt." Ilia should focus on healing wi th "First Aid," while Luca and Spada attack together to prev ent the enemy from using techniques. However, if you keep attacking head-on you'll often be countered by "Swift Spear ." After landing a combo, either guard to prepare for the co unterattack or move away using free run.

Ally is a sniper
The attack chance occurs when an all y launches (an enemy) into the air. Bring on the combos.

When they use " Flare Bomb", clo se the distance. If you pull back, y ou can avoid it and then attac

Sharpshooter ▸P.319

LV	7	HP 8682 Steel Body 40
Element	Fire Water Earth Wind Thunder Light Dark	
Drop	Thief	—
		—



BOSS 2 When the enemy pulls back to strike, move to its rear.

Eggbear has high attack power and can reduce a large amount of HP in a single hit. Prioritize defeating the Wolves first to create a situation where you can focus on fighting the Eggbear.

Eggbear attacks with a series of strikes after raisin g both hands, and with a "Shock Howling" after archi ng its upper body. If you take the latter, you will defi nitely be stunned, so when the enemy arches its upp er body make sure you can escape. Rather than forci ng combos, it's better to attack with single strikes.

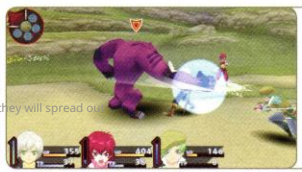
Eggbear ▸P.310

LV	9	HP	6656	Steel Body 40
Attributes: Fire Water Earth Wind Thunder Light Dark				
Drop: Life Bottle (guaranteed)				
Steal: —				

Wolf ×2 ▸P.310

LV	6	HP	805	Steel Body—

If you set your al lies' priority actio n target conditio n to "different enemies", they will spread out. Easy to fight.



If the Eggbear ma kes a large move ment, try to mini mize damage as much as possible by backstepping or guardin

Recommended Level 8

Holy City Naos

TOWN DUNGEON

Synopsis	At the Holy Capital Naos				
Facilities	Item Shop	Armor Shop	General Store	Grade Shop	Inn
	○	○	—	○	100 Gald

Story Flowchart

Skits p.360 Subevents p.261 ▶

START

Skits: Luka Not Energetic / Come to Naos / Rumors of the Holy Maiden 008 Lost Item 009 Grand Adventure Across the World
Subevent Kenka ③ / 010 Coda and the Apple / 011 Lost Brooch 012 Wonder Chef ①

Upon entering Naos, several subevents will trigger. Be sure to clear subevents that grant recipes, such as 011 and 012. By the way, 008 will no longer occur after the shopkeeper's mansion ⑩ (p.163). It's a good idea to check it at this point.

1 Approach the cathedral on MAP 2 ▶P.151

Skits: Let's return to the town entrance

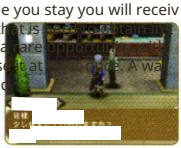
② Approach the entrance/exit of MA ▶P.151

Skits	Belforma family / Surprisingly, the mayor's daughter / Over there? / Let's go to Hartmann's house
Title	Ilia "Mayor's Daughter" (P.066) / Sparda "Young Master" (P.074)

3 Enter Hartmann's House ▶P.151

Skits	About "Mue" / The Milda family and the Belforma family / Explanation of the five articles

From now on, if you speak to Hartmann you will be able to stay at his house. Unlike inns, you can recover for free, so it is useful when you want to save gald. Also, only the first time you stay you will receive a "Specific". It is an item that is [illegible] the early game, so since it's a rare opportunity Hartmann, make sure to use it at [illegible]. A warm meal will also be provided



4 After going out into the field, go to the Forest of Sorrow ▶P.151

Skits	Luka, show some guts / As expected, Sparda is... Title Luka "Otanko Luka" (P.058)

The enemies appearing in the next destination, the Gloomy Forest (P.152), often have attacks that cause poison. The "Poison Charm," which prevents poison status 50% of the time, should be purchased for at least two front-line members. A "Poison Bottle" to cure poison status is also essential.

Continued on P.152

Collection of lines upon victory in event battles vol.1

NEXT ▶P.166

Timing of battle occurrence: Fulfi Forest / Pass camp ⑨ P.142

Speaker	Line
Luka	はぁ……はぁ……

Timing of battle occurrences: battlefield ⑥ ▶P.146

Speaker	Line
Luka	I somehow managed to win, but...
Ilia	How about this!
Spada	クソ…

Battle occurrence period: Forest of Sorrow ② ▶P.152

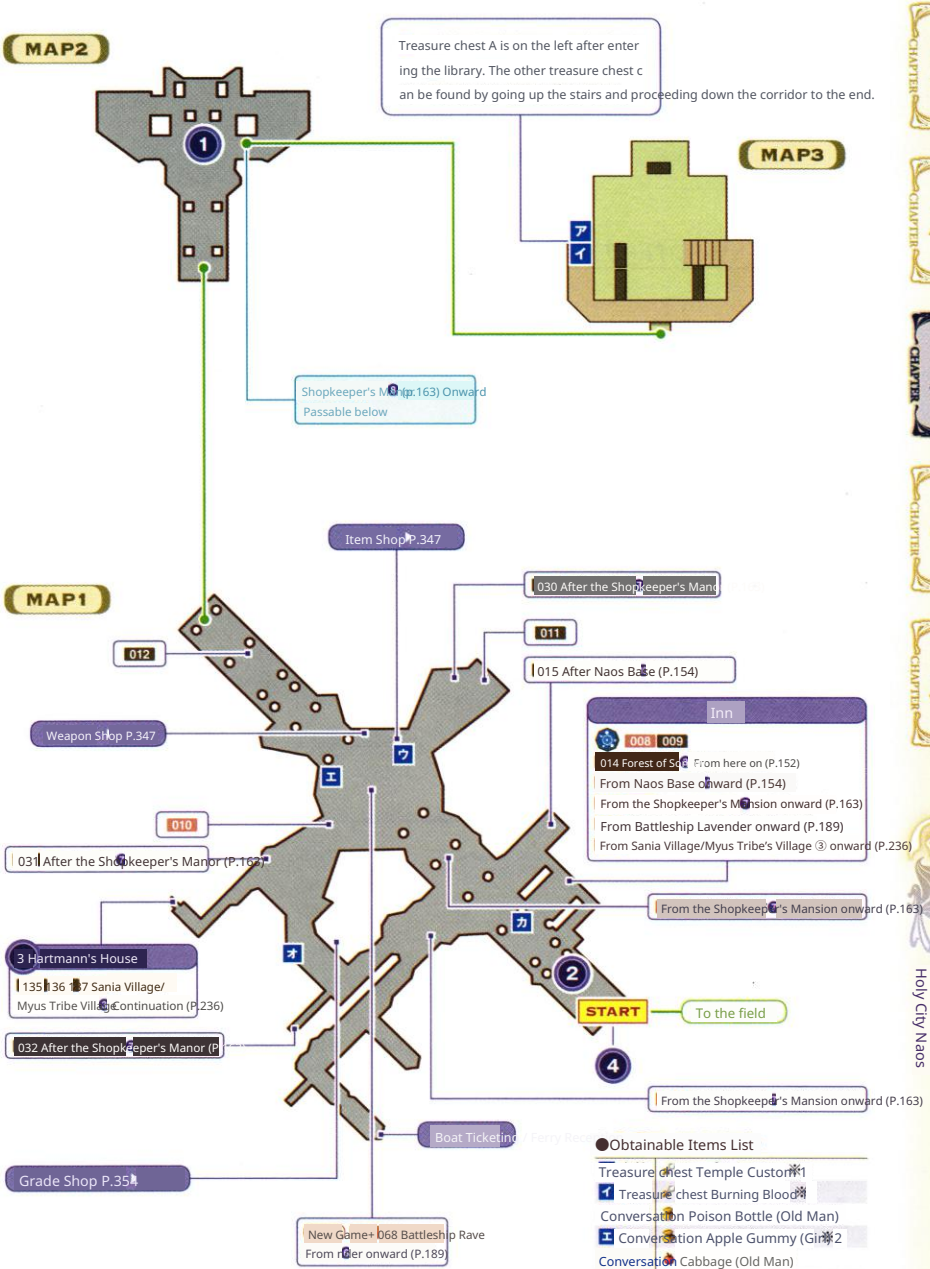
Speaker	Line
Luka	That was close...
Ilia	What on earth was that.....
Spada	Heh heh... I won!
Conway	That wraps things up for now

Timing of battle occurrences: [illegible] ⑦ ▶P.154

Speaker	Line
Luca	What do they mean by enemies on the ground?
Ilia	This is way too sudden!
Spada	So strong..... what the hell is this guy...?
Ricardo	What is this? This feeling.....
Conway	That was a close call, wasn't it?

Timing of battle: Naos Base 12 ▶P.155

Speaker	Line
Luke	I won... right?
Ilia	Ugh, I feel sick!
Spada	Don't ever come out again!
Anju	Will you talk to me properly?
Ricardo	A disgrace to mercenaries
Conway	Heh heh... that was a good match


MAP2
Treasure chest A is on the left after enter
ing the library. The other treasure chest c
an be found by going up the stairs and proceeding down the corridor to the end.
MAP3
Shopkeeper's M (p.163) Onward
Passable below
Item Shop P.347
MAP1
030 After the Shopkeeper's Manc
011
012
015 After Naos Base (P.154)
Inn
008 009
014 Forest of Se From here on (P.152)
From Naos Base onward (P.154)
From the Shopkeeper's Mansion onward (P.163)
From Battleship Lavender onward (P.189)
From Sania Village/Myus Tribe's Village ③ onward (P.236)
Weapon Shop P.347
010
031 After the Shopkeeper's Manor (P.162)
From the Shopkeeper's Mansion onward (P.163)
3 Hartmann's House
135 136 137 Sania Village/
Myus Tribe Village Continuation (P.236)
032 After the Shopkeeper's Manor (P
START
To the field
From the Shopkeeper's Mansion onward (P.163)
Boat Ticketing / Ferry Reception
Grade Shop P.354
New Game+ 068 Battleship Rave
From ner onward (P.189)
●Obtainable Items List
Treasure chest Temple Custom※1
Treasure chest Burning Blood※1
Conversation Poison Bottle (Old Man)
Conversation Apple Gummy (Gir※2
Conversation Cabbage (Old Man)
Conversation Holy Bottle (Aunt) ※2
※1: Obtainable after the shopkeeper's mansion (p.163).
※2: Obtainable after Naos Base (p.154) if you set Anju as the party leader.

Recommended Level 10

Forest of Sorrow

Summary: Conway Appears 1–3

Facilities	Item Shop	Armory	General Shop	Grade Shop	Inn
	—	—	—	—	—

TOWN DUNGEON

Story Flowchart

Skit P.361 | Sub-event P.362

START

Skit: Location of the Base

1 Enter MAP2 ▶P.153

During the conversation with Spada, if you choose "Listen about Rage Attacks" the tutorial will start and guard counters become possible. From then on, enemies that use rage attacks will begin to appear.

<Sparta
Say it's an attack
They say there are guys who launch attacks that can't be stopped by ordinary means and can only be defended ag

2 BOSS Advance on MAP6 and defeat Negasion Delos ▶P.153

Join	Conway (after battle interruption)

At first you cannot deal damage; after fighting for a while the battle will be interrupted. Conway then joins and you will fight again. He specializes in artes and has the ability to learn an enemy's artes when hit by them.

3 After going out to the field, go to the Naos base P.153 About spacetime distortion / Inn Lerst Scribble Skit [Holy City Naos, etc.] / Inn One More Match [Holy City Naos, etc.] / Inn Royal Suite Room [Royal Capital Regnum]

Sub Event	013 Nekol ①/014 Nekol ②

See P.154

Enemy List

Bers ▶P.323

HP	1740	Steel Body	—
Element	Fire Water Earth Wind Lightning Light Dark		

▲ This is the first enemy that uses rage attacks. It also has a steel body, so wear down its HP gradually with combos. Also, very rarely it may drop the armor "Ring Mail" for Luca and Spada.

Tortchu ▶P.322

HP	682	Steel Body	1
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Tower			

Arenie ▶P.308

HP	426	Steel Body	—
Element	Fire Water Earth	Wind Lightning Light	

▲ It creates a tornado in front of it and launches you into the air. Attacking from the front tends to result in heavy damage, so strike from the side or rear with a combo to take it down quickly.

Prium ▶P.325

HP	597	Steel Body	—
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Tower			

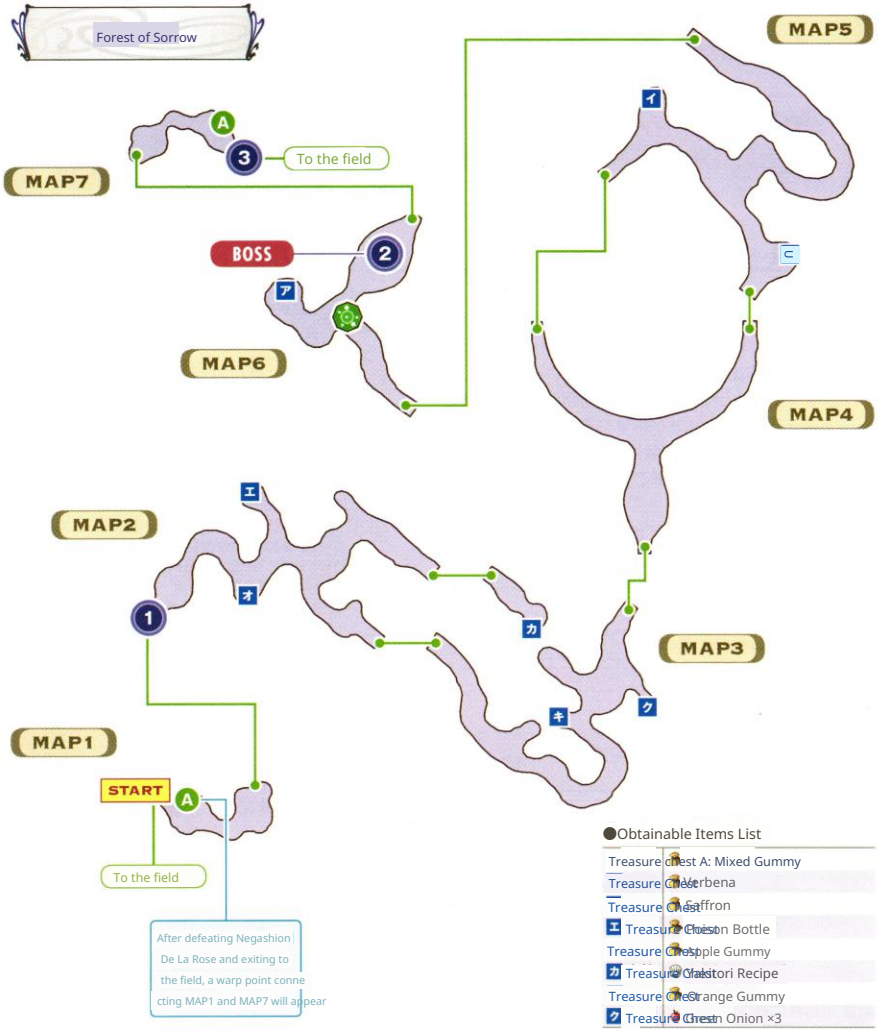
• Mission data

Number	Enemy group	Condition	Mission reward
1	Prium/Torchu/Birds ×2	Do not use items	Acquire the "Lemon Gummy" which doubles the experience gained
2	Torchu ×2 / Prium	Decide on one Guard Counter	

CHECK POINT

■ Because the achievement requirements are simple but the rewards are attractive, if it occurs, make sure allies do not use items. The condition for 2 is to trigger a Guard Counter. If you recklessly start combos, when Tortue activates an enraged attack, guards tend to fail to arrive in time. Attack only with normal strikes from the front and wait for the opponent to become enraged. When Tortue turns red and starts stamping the ground, the moment it moves forward and guard to more easily t

Forest of Sorrow



●Obtainable Items List

Treasure chest A: Mixed Gummy	
Treasure Chest	Verbena
Treasure Chest	Saffron
エ Treasure Chest	Potion Bottle
Treasure Chest	Apple Gummy
カ Treasure Chest	Yakitori Recipe
Treasure Chest	Orange Gummy
ク Treasure Chest	Onion ×3

BOSS: If the opponent emits purple smoke, run away

When Conway joins, the menu becomes available, so have him learn abilities before challenging. Negashion Delos attacks by extending tentacles forward and, when enraged, strikes down with its neck. Guard counters are best timed for the instant it swings its neck downward. Also, once its HP is reduced to a certain level, it disperses a poisonous mist around itself. Being caught in this will inflict poison, so quickly put distance between you and it.

Negashion De Rose ▸P.322

LV 11 HP 12844 Copper Body	50
Attributes Fire Water Earth Wind Thunder Light	闇
Drops: Orange Gummy (guaranteed)	
Steal	—

Recommended Level 11

Naos Base

TOWN DUNGEON

Synopsis | Saintess Anju 1~ Sewer Girl 2

Facilities	Item Shop	Armory	General Store	Grade Shop	Inn
	—	—	○	—	—

Story Flowchart

Skit P.361 Sub-event p.362

START

Skit: What kind of person is the Saintess?

There is a general store near the entrance/exit of MAP1. There aren't any particularly notable items, but being able to restock recovery items and ingredients is valuable. There is also a green Memory Circle nearby, so if you're having trouble with enemies, use this location as a base to grind experience.

1 Enter the Laboratory on MAP1 ▶P.156

Skits: The Unforgivable Reincarnated in the Cylinder

2 Approach the Robot on MAP2 ▶P.156

Skits: About the Steam Engine / Sparda VS Robot

3 BOSS 1 Enter the warehouse on MAP 3 and defeat Gigantes ▶P.156

Skits: Conway's Interest / Difference Between Ratio and Census ／ I'm telling you, I'm running away!

Join: Anju (Companion)

Anju joins here, but she cannot participate in battles. She will officially join the party after Naos Base (10) onward.

4 Approach the Royal Ca ▶P.156

Skits: What was that? / Thanks to the Garam Soldiers

5 Proceed forward on MAP4 ▶P.156

Skits: Expensive Accessories / Mental Preparation / About Ricard

Join: o Ricardo

When Ricardo joins, the Rave Gauge tutorial begins. From this point on, you will be able to gain the effects of Rave Abilities during battle.

6 GIMMICK Solve the gimmick on MAP6 to proceed P.157

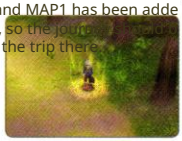
7 BOSS 2 Approach the exit of MAP1 and defeat Gardle (1) ▶P.156

Skits: About the Celestial Realm / Ricardo Self-introduction / Contra Isn't that a breach?

8 Going Out into the Field ▶P.156

Skits: Did you fulfill your duty? You look pale!/Inn - Orifiel's Mission [Holy City Naos, etc.]/Inn - Hypnos's Work [Holy City Naos, etc.]/Inn - Hypnos and His Brother [Holy City Naos, etc.]/Inn - Intruding Mouse [Pass Camp, etc.]

After heading out into the field, you will aim for the Holy City Naos via the Melancholy Forest. A warp point connecting MAP7 and MAP1 has been added in the Melancholy Forest, so the journey should be considerably easier than the trip there.



9 Exit the Forest of Sorrow and enter the Holy City Naos ▶P.158

Skit: Naos's Position

10 Enter Hartmann's House ▶P.158

Skits: Encounter with Conway / The Situation in the Royal Capital / About Regnum / Questioning the Results / Headache Ilia / I've Reconsidered, Luca / Inn - Orifiel's Tactics / Stealthy Steps 1 / Second Playthrough but embarrassing

Sub-event 015 Conway and the Cat / 016 Obtain Tooro Ilia "Romance Breaker" (P.066) / Sparda "Matchmaker of Love's Future" (P.074) Ange Joins

称号

Here Ange officially joins the party. She is a character who masters many healing arts, but she also has close-range attack techniques and can even steal items from enemies. She is a versatile character who can perform well in many situations.

11 Go out to the field ▶P.158

Skits	What to do with gathered faith? / Soul Keeper "Grim Reaper"

12 BOSS 3 Enter Regnum Pass and defeat Hast a (1) ▶P.158

Skit: About the Privy Council / About the Order

13 Enter the Field ▶P.158

Sub Event	017 Soldiers and

14 Enter the Royal Capital Regnum ▶P.159

Skits	About Gun Society/Is Ilia/Regnum Gourmet Tour
Sub-events	018 Nostalgic Faces/019 The Great Adventurer Who Travels the World ④/020 Wonder Chef ②/ 021 The Great Phantom Thief on the Corner ① / 022 Delinquent Aristocrat/ 023 Golden Coda Silver Coda

The selection of items in Regnum's shops has been completely renewed, so be sure to check them all. In particular, at the Grade Shop you can now purchase the new "Coleslaw Recipe" and "Vanilla Ice Cream Recipe," so don't miss them.

15 Enter the plaza on MAP1 ▶P.159

Skits	Hiding place / Industrial District and Luca

16 Approach the manhole on MAP3 ▶P.159

Skits	Conway's Wish
Sub-events	024 Picking Up (Flirting)
Escape	Ilia/Spada/Anju/Ricardo

17 When you approach Luca's house on MAP1, it will automatically Move to MAP4 ▶P.159

Skits	Who on earth is that kid?
Title	Luca "Beloved Boy" (P.058)/ Ilia "Uru "Saishojo" (P.066) / Conway "The Protector" (P.114)
Join	Ilia/Ange

18 Talk with Ermanna ▶P.159

Title	Spada "Former Master of the Hideout" (P.074) / Ange "Stubborn Employer" (P.082) / Ricardo "Unpaid Mercenary" (P.090)
Join	Spada/Ricardo

19 Go to the Regnum Stalactite Cave ▶P.159

Continued on P.160

Enemy List

Fungus ▶P.325

HP	2463	Steel Body	—
Element	Fire Water Earth Wind Thunder Light Pavilion		

Guard Hound ▶P.312

HP	713	Steel Body	—
Attributes: Fire Water	Earth Wind When Light Pavilion		

Hawkeye ▶P.326

HP	392	Steel Body	—
Attributes: Fire Water Earth Wind Lightning Light Interval			

Regnum Guard ▶P.331

HP	972	Steel Body	—
Attributes: Fire, Water, Earth	Wind		Light

Regnum Hunter ▶P.332

HP	778	Steel Body	—
Attributes: Fire Water	Earth Wind		Light Pavilion

Regnum Assault ▶P.331

HP	1789	Steel Body	1
Attributes: Fire Water	Earth Wind		Light Pavilion

Fake ▶P.325

HP	4536	Steel Body	20
Attributes: Fire Water Earth Wind Lightning Light Section			

▲A powerful enemy that appears when you examine certain treasure chests. It has high HP and is very resilient, so it often uses enraged attacks. When the enemy turns red, wait about 1 second and then counterattack wit

• Mission data

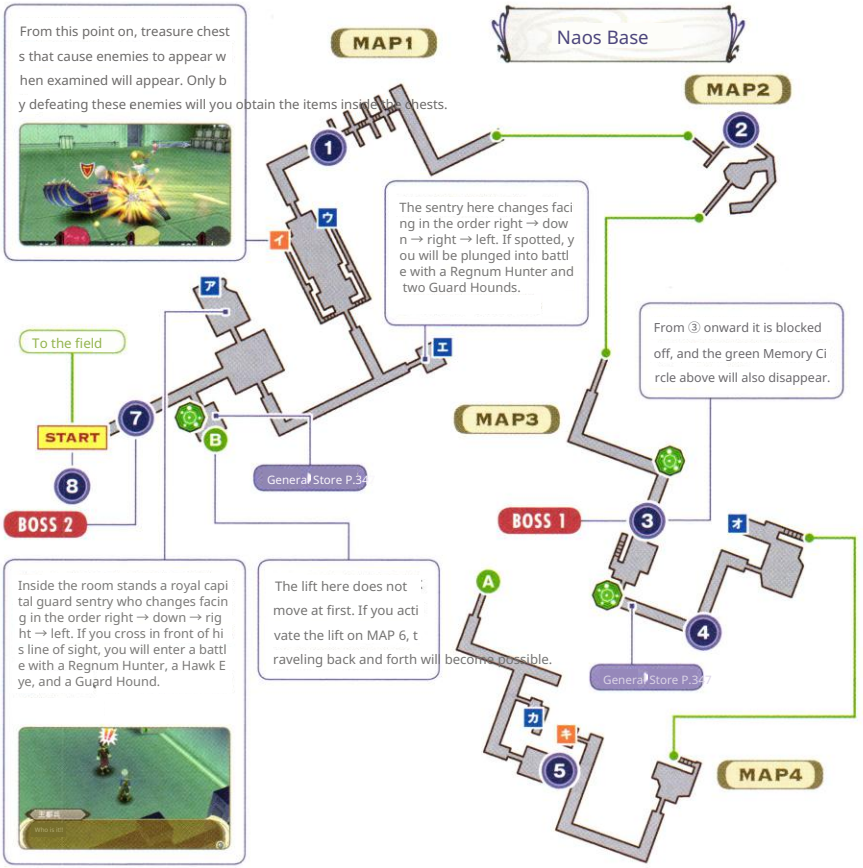
Number	Enemy group	Condition	Mission reward
1	Hawkeye ×3	Defeat one enemy with a specific ski	Acquire the "Talisma
2	Fungus ×4	Do not decrease the Rave Gauge	n" that triples AP gained

CHECK POINT

The "Talisman" obtainable as the reward for 2 increases physical defense by 5%. The higher a character's physical defense, the greater the effect, so it's best to equip it on frontline characters.

The achievement condition may seem difficult, but since the enemies are only relatively weak Fungus, if you quickly defeat them one by one, you should be able to complete it without any problem. Do not spare TP; attack with a combo of normal attack → skill → secret technique, fini

Map


From this point on, treasure chests that cause enemies to appear when examined will appear. Only by defeating these enemies will you obtain the items inside the chests.
MAP1
Naos Base
MAP2
The sentry here changes facing in the order right → down → right → left. If spotted, you will be plunged into battle with a Regnum Hunter and two Guard Hounds.
From ③ onward it is blocked off, and the green Memory Circle above will also disappear.
To the field
START
BOSS 2
General Store P.34
MAP3
BOSS 1
General Store P.347
MAP4
Inside the room stands a royal capital guard sentry who changes facing in the order right → down → right → left. If you cross in front of his line of sight, you will enter a battle with a Regnum Hunter, a Hawk Eye, and a Guard Hound.
The lift here does not move at first. If you activate the lift on MAP 6, traveling back and forth will become possible.

BOSS 1 After triggering Overlimit, tighten your defense

Gigantes' attacks are wide and easy to dodge. Approach from the side and unleash a combo. However, the enemy has high defense and is prone to rage attacks. When aiming for a guard counter, guard after the enemy pulls both elbows back. When Gigantes' HP is halved, it will activate Overlimit. It will pause briefly and then launch consecutive dash attacks, so fortify your defense with guarding or healing.

They are weak to Water and Lightning attributes, so it is also effective to attack with Spada's or Ilia's arts.

Consecutive dash Because the attack changes direction, do not let your guard down even if you dodge.

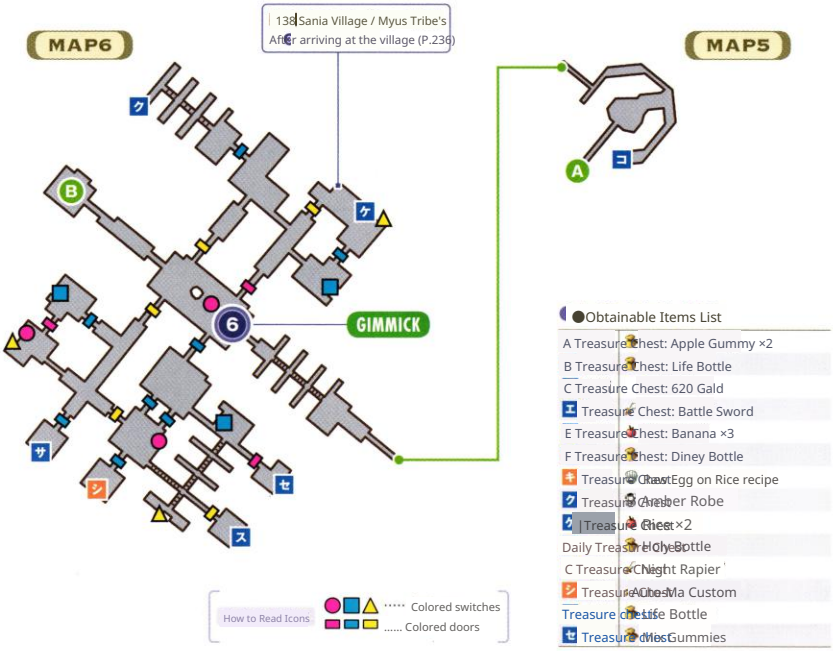
Gigantes ▸P.313

LV	13	HP	6512	Steel Body 45

Attributes: Fire Water Earth Wind Thunder Light Dark

Drop: Life Bottle (guaranteed)

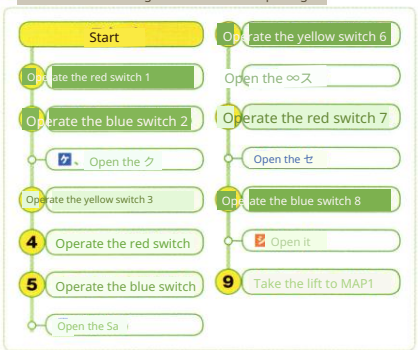
Steal —


MAP6
138 Sania Village / Myus Tribe's
After arriving at the village (P.236)
MAP5
GIMMICK
How to Read Icons
..... Colored switches
..... Colored doors
Obtainable Items List
A Treasure Chest: Apple Gummy ×2
B Treasure Chest: Life Bottle
C Treasure Chest: 620 Gald
Treasure Chest: Battle Sword
E Treasure Chest: Banana ×3
F Treasure Chest: Diney Bottle
Treasure Chest: Egg on Rice recipe
Treasure Chest: Amber Robe
Treasure Chest ×2
Daily Treasure Chest: Life Bottle
C Treasure Chest: Night Rapier
Treasure Chest: Ace-Ma Custom
Treasure chest: Life Bottle
Treasure Chest: Mes Gummies

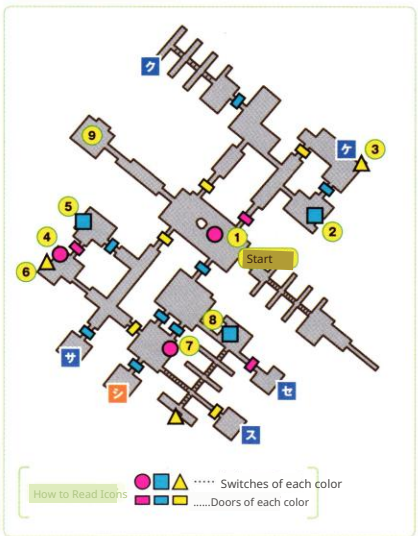
GIMMICK: Press the three colored switches in order

On MAP 6 there are red, yellow, and blue switches. When you press one of those switches, doors of the same color open while doors of different colors close. Therefore, if you don't press the switches in the correct order, you will have difficulty reaching all the treasure chests. If you operate the switches in the following procedure, you can smoothly open all the chests.

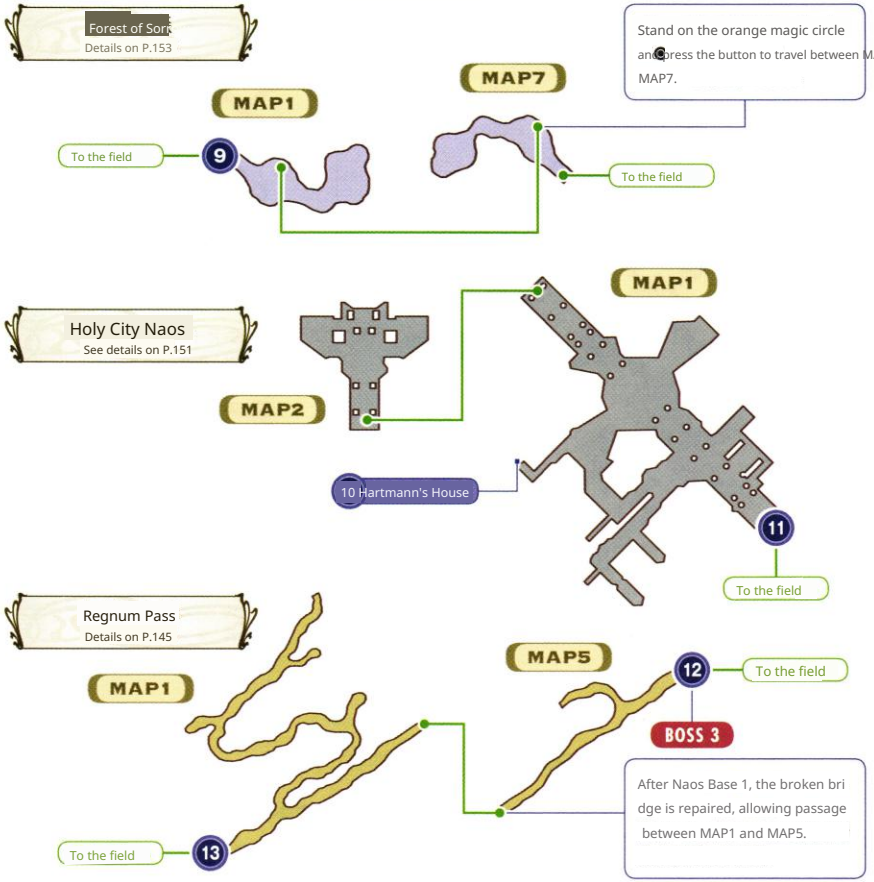
Procedure for solving GIMMICKS while opening treasure chests


Start
Operate the red switch 1
Operate the blue switch 2
Open the ク
Operate the yellow switch 3
4 Operate the red switch
5 Operate the blue switch
Open the Sa
Operate the yellow switch 6
Open the ∞ス
Operate the red switch 7
Open the セ
Operate the blue switch 8
Open it
9 Take the lift to MAP1

Overall View of GIMMICK



Map



BOSS 2 Close the distance and interrupt spellcasting

They attack by swinging their spear widely from side to side or using arts like "Shadow Edge" and "Stone Blast." Once they begin casting, close the distance and land attacks to stop the casting while dealing damage. However, you cannot interrupt casting if the enemy has activated Over Limit. In that case, run away from the art by moving far with freelancing. It's best to refrain from counterattacking until Over Limit ends.

Spear attacks are swung widely to the side, making them hard to dodge. Try to attack from behind whenever possible.

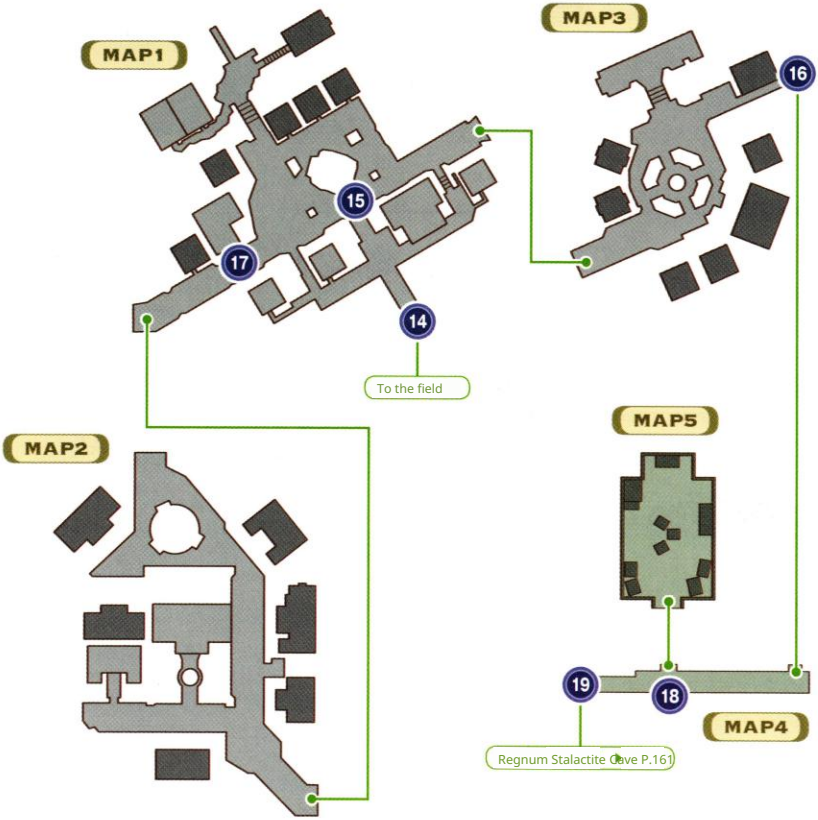
The guard will activate Over Limits only after HP falls to half or below.

Girdle (1) ▸P.312

LV 15 HP 26864 Steel Body 50 Attributes Fire Water Earth Wind Lightning Light Mixed Gummi (guarantee d)

Steal —

Royal Capital Regnum
See details p.140



BOSS 3 Dodge the "Crashing Assault" in free run and circle around

Hasta sometimes walks slowly, then suddenly launches an attack. His main attacks are consecutive thrusts and "Lightning." In addition, he performs a spinning leap toward you and slams his spear down in an attack called "Crashing Assault." When Hasta does this he emits a purple light—once you see that, escape by free running. Then, when Hasta lands and is vulnerable, strike in a combo.

Consecutive thrusts are quick and troublesome. When targeted, be sure to guard properly.

When Hasta leaps, move by free running to circle around and aim for his back.

Hasta (1) ▸P.323

LV 16 HP 23263 Steel Body 70

Attributes Fire Water Earth Wind Thunder Light Dark

Drop Lavender (guaranteed)

Steal —

Recommended Level 15

Regnum Stalactite Cave

Synopsis	In Search of the Legendary Mushroom ~ The Whereabouts of the Orphans

Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	○	—	—

TOWN DUNGEON

Story Flowchart

Skit P.302 Sub-event p.263

START

Skits	Properly introduce yourselves / So what is this mouse? / Droplet
Join	Ermana (Companion)

Many of the enemies that appear are weak to Light or Lightning attributes. At the general store on MAP1, buying Luca's Light-attribute weapon "Radius Sword" and Ricardo's Lightning-attribute weapon "Thunderbarrel" will make battles easier.

1 Drop the boulder on MAP2 ▶P.161

2 Drop the boulder on MAP3 ▶P.161

3 Drop the boulder on MAP4 ▶P.162

4 Drop the boulder ▶P.162

5 Drop the rock downwa ▶P.162

6 Approach the altar ▶P.162

Skits: Ange's Lecture / Spada's Memory

7 Approach the place of memories ▶P.162

Skits: What does it taste like? / How much are mushrooms?
Title: Ilia "Mistaken Identity" (P.066)

Viewing the events that occur here, the style will develop and new abilities can be learned. Ko
Because a battle with Cyan a
waits afterward, and conside
ring the G bonus, practice
You should choose advantage
ous abilities in advance.

8 BOSS Approach the entrance/exit of MAP1 and defeat Cyan (1) Kel (1) Belo (1) ▶P.161

Title	Ange "The Woman Who Struck the Final Blow" (p.082)

When you exit the limestone cave, you will automatically move to
9 BATTL to Regnum. After that, defeat the Soldie r Wizard on P.162

Skits	Silent Conway / Location of the manor / The all iance of Asura and Orifiel [Field] / Orifiel's wan dering / Inn Orifiel's wish / Inn Vritra's anguis h
Sub-events	Second Playthrough 05 Shinjar Five ②/Second Playthrough 026 Chitose Fan Club ①
Join	Elmana

Elmana, who had been a companion, formally joins the party here. She specializes in martial arts and will be very active as an attacker. Before heading to the shopkeeper's manor, the next destination, don't forget to change equipment and learn abilities. Also, at this time the Rave system grows to Level 2. Be sure to purchase Level 2 Rave abilities at the Grade Shop.

10 When you approach the shopkeeper's residenc e on MAP2, you are automatically moved into the shopkeeper's house ▶P.162

Continued on p. 163

Enemy List

Uparupa ▸P.309
HP 1357 Steel Body —
Attributes: Fire Water Earth Wind Lightning Light Dark

Shirogeko ▸P.318
HP 1781 Steel Body —
Attributes: Fire Water Earth Wind Lightning Light Dark

Golem ▸P.316
HP 2131 Steel Body 30
Attributes: Fire Water Earth Wind Thunder Light Dark

Merman ▸P.327
HP 1187 Steel Body
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Big Bat ▸P.324
HP 763 Steel Body
Attributes: Fire Water Earth Wind Thunder Light Dark

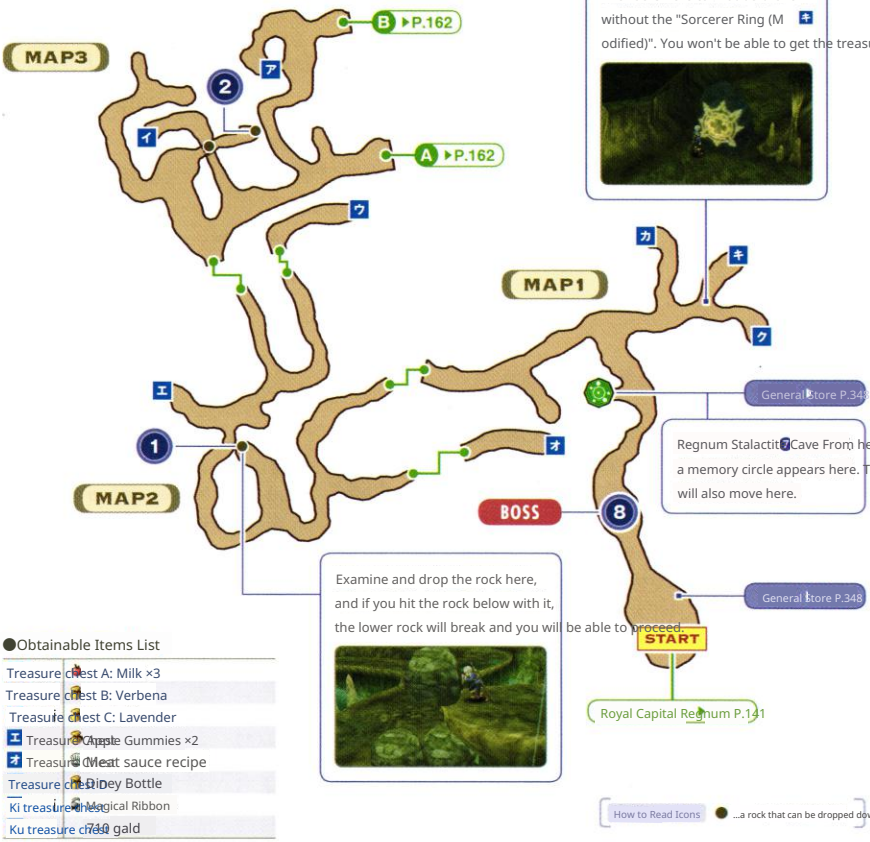
▲ Both attack and defense are high, and the power of its enraged attacks is tremendous. Guard after you see it raise both hands high.

• Mission data

Number	Enemy group	Condition	Mission reward
1	Shirogeko / Merman ×2	Defeat 2 enemies with their weak element	Recovers 20% of maximum HP
2	Golem ×2	Win within 20 seconds	AP gained is tripled

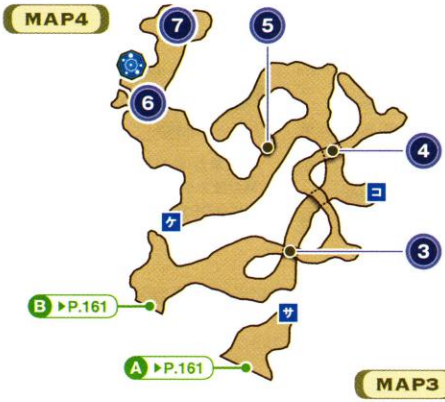
Map

Regnum Stalactite Cave


B ▸P.162
MAP3
2
ア
イ
A ▸P.162
ウ
カ
キ
ク
MAP1
エ
1
オ
MAP2
General Store P.348
Regnum Stalactite Cave From here, a memory circle appears here. The general store will also move here.
BOSS
8
General Store P.348
START
Royal Capital Regnum P.141
The rocks here cannot be broken without the "Sorcerer Ring (Modified)". You won't be able to get the treasure chest yet.
Examine and drop the rock here, and if you hit the rock below with it, the lower rock will break and you will be able to proceed.
How to Read Icons ...a rock that can be dropped down

●Obtainable Items List

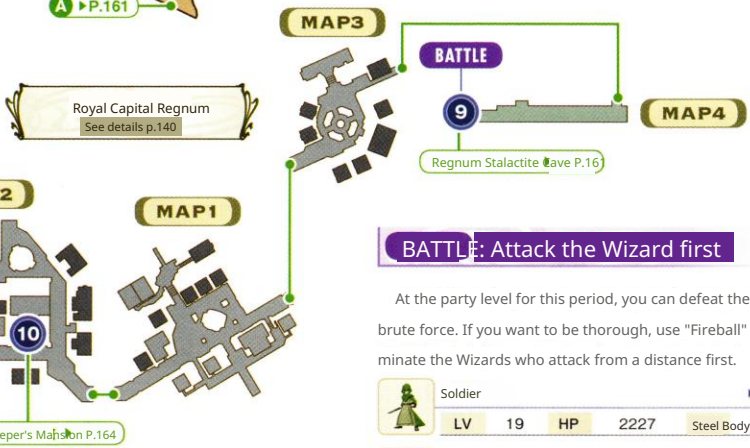
Treasure chest A: Milk ×3
Treasure chest B: Verbena
Treasure chest C: Lavender
エ Treasure chest D: Apple Gummies ×2
オ Treasure chest E: Meat sauce recipe
Treasure chest F: Dey Bottle
Ki treasure chest: Magical Ribbon
Ku treasure chest: 740 gald



●Obtained Items List

Treasure Box:	Lemon Gummy
Day Treasure Box:	Holy Bottle
Sun Treasure Box:	Chain Mail

How to Read Icons ● ...Rocks that can be dropped downwards



BATTLE: Attack the Wizard first

At the party level for this period, you can defeat them by brute force. If you want to be thorough, use "Fireball" to eli minate the Wizards who attack from a distance first.

Soldier ▸P.319

LV	19	HP	2227	Steel Body —

Wizard ▸P.309

LV	19	HP	1485	Steel Body —

Prioritize defeating the bosses Kel and Velo

First, defeat Kel and Velo, who have low HP, to reduce t he number of enemies. However, both Kel and Velo perfo rm fast charging attacks, so do not chase them too far; af ter attacking, immediately guard. Cyan does not use speci al techniques, but each of his attacks is quick. Use guardi ng to withstand his attacks and look for openings to coun terattack. Using wind-elemental arts such as Ilia's "Wind Cutter" or "Cross Wind" is also effective.

Using wind-elemental arts is also effective.

When an enraged attack is triggered, it first bends its body backward, then performs a thrust attack.

Cyan (1) ▸P.317

LV 19	HP 24128	Steel Body 60

Elements: Fire Water Earth Wind Thunder Light Barrier

Drop: Sage (guaranteed)

Steal: —

Kel (1) ▸P.315

LV 19 HP 9357 Steel Body 1

Elements: Fire Water Earth Wind Thunder Light Barrier

Drop: —

Steal —

Bero (1) ▸P.326

LV 19	HP 9357	Iron Body	1

Attributes: Fire, Water, Earth, Wind/Thunder, Light, Dark

Fall —

Steal —

Recommended Level 17

Shopkeeper's Mansion

TOWN DUNGEON

Synopsis	Elmana Awakening 1~ In Search of the Place of Memories				
Facilities	Item Shop	Weapon Shop	Odd-Jobs Shop	Grade Shop	Inn
	—	—	—	—	—

Story Flowchart

Skits P.263 Sub-event P.263

START

Skit: One or Two

①~③ can be completed in any order. Note that the names carved on the statues, such as "Dōzō," written in the comments of the statues you obtained, serve as hints about which statue should be placed on which pedestal.

1 Obtain the Copper Merchant Statue on MAP2 ▶P.164

Item: Copper Merchant Statue

② Obtain the Silver Merchant Statue on MAP3 ▶P.164

Item: Silver Merchant Statue

3 Obtain the Gold Merchant Statue on MAP4 ▶P.164

Item: Gold Merchant Statue

4 Place the gold merchant statue, the silver merchant statue, and the bronze merchant statue on the pedestal in MAP1 ▶P.164

Place the three obtained statues in the correct spots, and the door will open so you can proceed. After this, Elmana will face a solo battle, so recover HP and TP, review your equipment and abilities, and be fully prepared.

5 BOSS Enter MAP 6 and have Elmana defeat the hired muscle on her own. Afterwards, you will be automatically moved to MAP 2 of the Royal Capital Regnum. ▶P.164

Skits	About Naos/Elmana's Power/ The Feeling of Being Held/Teacher Luca/Will It Be Okay Ahead/Sneak Sneak 2/Inn Nightmare and Cuddling/ Inn Sneaky Inn Trap/The Futon Flew Away Inn/The Privilege of a Cold at the Inn/Dozing at the Inn
Sub Event	027 Scolding Maid

6 Go Out to the Field ▶P.165

7 Entering the Holy City Naos ▶P.165

Sub-events	028 Ermana and the Coin / 029 The Great Adventurer Who Travels the World ⑤ / 030 Wonder Chef ③ 031 Thrifty Cooking / 032 Errand / 033 Matters of Love / 034 Cat Tamer

The assortment at the Holy City Naos has been updated; at the item shop you can now newly purchase ingredients such as "Beef" and "Salmon." If you aim to raise your cooking creation level, be sure to buy them.

When you enter MAP2, you are automatically moved to the library P.165

Skit's Basement	Vritra's Solitude / Cerberus and Vritra / Secret / Interest in Technology / Reason for Deep Sleep / What did they end up eating...
Title	Luca "Serious Investigator" (P.058) / Ilia "Skiver" (P.066) / Spada "Skiver" (P.074) / Anju "Woman Who Sees Through Everything" (P.082) / Ricardo "Dozing Mercenary" (P.090) / Ermanna "Dozing Girl" (P.098) / Conwell Rei "The Watchful One" (P.114)
Escape	Ricardo

9 Enter Hartmann's house on MAP1 ▶P.165

Skit About Southwestern Development / Sea Voyage

10 Approach the p ▶P.165

Skit	Who is Oswald? 1
Join	Ricardo

If you go to the eastern country Ashihara, some sub-events will no longer trigger. Make sure you have not left any sub-events unfinished before proceeding to the next step.

11 Talk to the boarding clerk and board the ship, and you will be automatically transported to the eastern country Ashihara. ▶P.165

Continued on P.166

Enemy List

Axepeek ▸P.308

HP 1547 Copper Body —

Attributes Fire Water Earth Wind Thunder Light Dark

Garm Wolf ▸P.313

HP 1671 Steel Body

Attributes: Fire Water Earth Wind Thunder Light Dark

Gargoyle ▸P.311

HP 1206 Steel Body 30

Attributes: Fire Water Earth Wind Thunder Light Dark

Soldier ▸P.319

HP 2227 Copper Body —

Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Wizard ▸P.309

HP 1485 Steel Body

Attributes: Fire Water Earth Wind Thunder Light Dark

▲ If you take advantage of the openin g when avoiding attacks from spears, you can defeat them easily. Also, there is a 2% chance to s

• Mission data

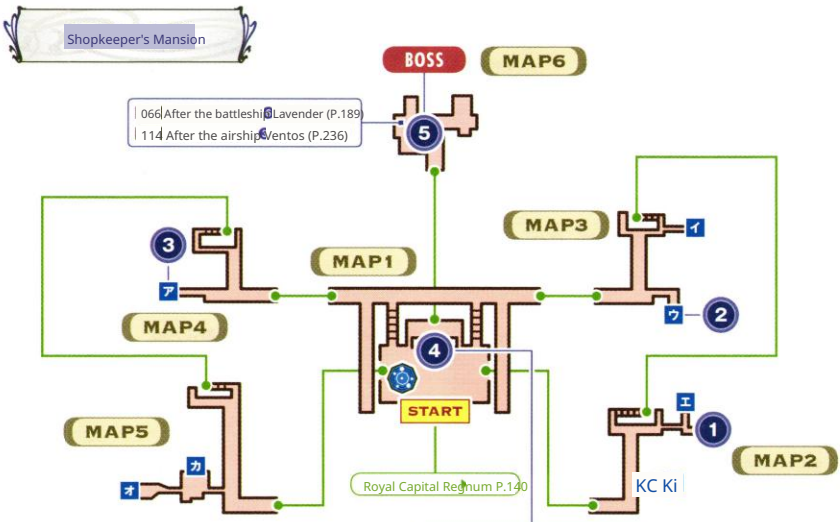
Number	Enemy group	Condition	Mission reward
1	Soldier / Wizard ×3	Steal an item once	Obtain the "Strike Trigger"

CHECK POINT

Since the reward weapon "Strike Trigger" is powerful, you should obtain it at least once. The condition is to steal an it em from an enemy once. Put Anju or Elmanna—who can u se "Rover Item"—in your party, patiently wait for the opportunity to steal, and then move.

You can steal "Milk" from Soldiers and "Orange Gummy" f rom Wizards. The former has a higher steal rate of 30%, s o it's better to steal from them. To be safer, change your t actics before and enemies don't defeat the enemies before you steal.

Map

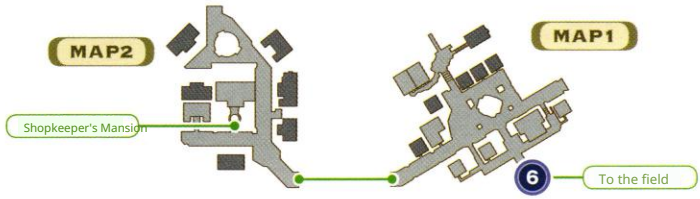


Place the statues on the pedestal f rom the left in the following order: "Gold Merchant Statue," "Bronze Merchant Statue," and "Silver Merchant Statue." The door will open, allowing access to M

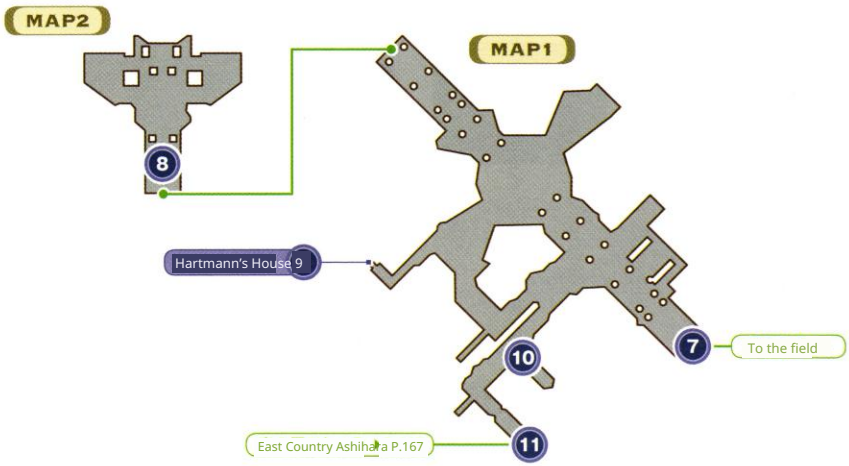
●Obtainable Items List

Treasure chest: 880 Gald	
Treasure Chest	Battle Glove
U Treasure Chest	1100 Gald
E Treasure Chest	Takikomi Gohan Recipe
Treasure chest	Survival Knife
Treasure chest	Mixed Gummies
Ki Chest	Rice ×3

Royal Capital Regnum
See details p.140



Holy City Naos
See details on P.150



BOSS: Surely guard against heavy swings and counterattack"

It becomes a one-on-one duel between Ermana and the Bodyguard. The Bodyguard swings an iron ball above his head to swat enemies to the side, and also slams the iron ball down in a frontal attack. During the time he is swinging the iron ball, circle around to his back and fight using combos such as three normal attacks ×3 and "Phantom Dragon Fist." Also, when the Bodyguard's HP is reduced by half, he unleashes a multi-hit attack called "Screw Hammer." Taking this attack often causes stun, so be sure to guard.

Part of the technique name was displayed on the screen. Then fortify your defense by guarding and wait for an opportunity to counterattack.

When the Bodyguard activates his rage attack, he jumps high. Guard when he lands.

Bökun ▸P.329

LV 20 HP 4646 Steel Body 20 Attributes: Fire Water Earth Wind Thunder Light Darkness

—

Steal Orange Gummy (30%)

Recommended Level 18

East Country Ashihara

TOWN DUNGEON

Synopsis	To the eastern country Ashihara ~ Chitose's identity 2				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	○	○	—	○	200 Gald

Story Flowchart

Skits P.364 Sub-events P.264

START

Skits	What is Ashihara? / What are Ashihara's specialties?

Many enemies that inflict the debilitated status appear in the Ashihara Royal Tomb you will visit next. Make sure to buy "Weak Bottle" or "Weak Charm" before heading there. Also, the boss fought in the Ashihara Royal Tomb use [illegible] ralysis. If possible, prepare [illegible] Charm".

1 Move slightly up-left from the [illegible] ▶P.167

Skits	Alone with Ilia... "Spada Fake Coin" (P.074)
Title	
Escape	Spada/Anju/Ricardo/Ermana/Conway

2 Approach the town shoppin[illegible] ▶P.167

Skit: What should I do.../I'm tired of walking.....	
Departure	Ilia

3 Enter the inn ▶P.167

Skits	Awkward...
Sub-events	035 Wonder Chef ④/036 Great Adventurer Who Travels the World ⑥
Join	Ilia

4 Approach the ha[illegible] ▶P.167

Skits	Of all people, Luca!? / What's the real story? / Tragedy of the inn futon / Fish caught in the inn's net / Tiptoeing at the inn 3 / New technique test at the inn
Sub Event	037 Chitose and the Little Bird ①/038 Quiz Boy Beginner Spada/Anju/Ricardo/Elmana/Conway
Join	

037 "Chitose and the Little Bird ①" is a short-timed sub-event that will no longer occur after Ashihara Royal Tomb 2. It is recommended to complete it by this point.

5 After going out into the field, go to the Ashihara Royal [illegible] ▶P.167

Continued on P.168

Event Victory Dialogue Collection vol.2

NEXT ▶P.172

Timing of battle occurrence: Regnum Stalactite Cave ⑧ ▶P.160

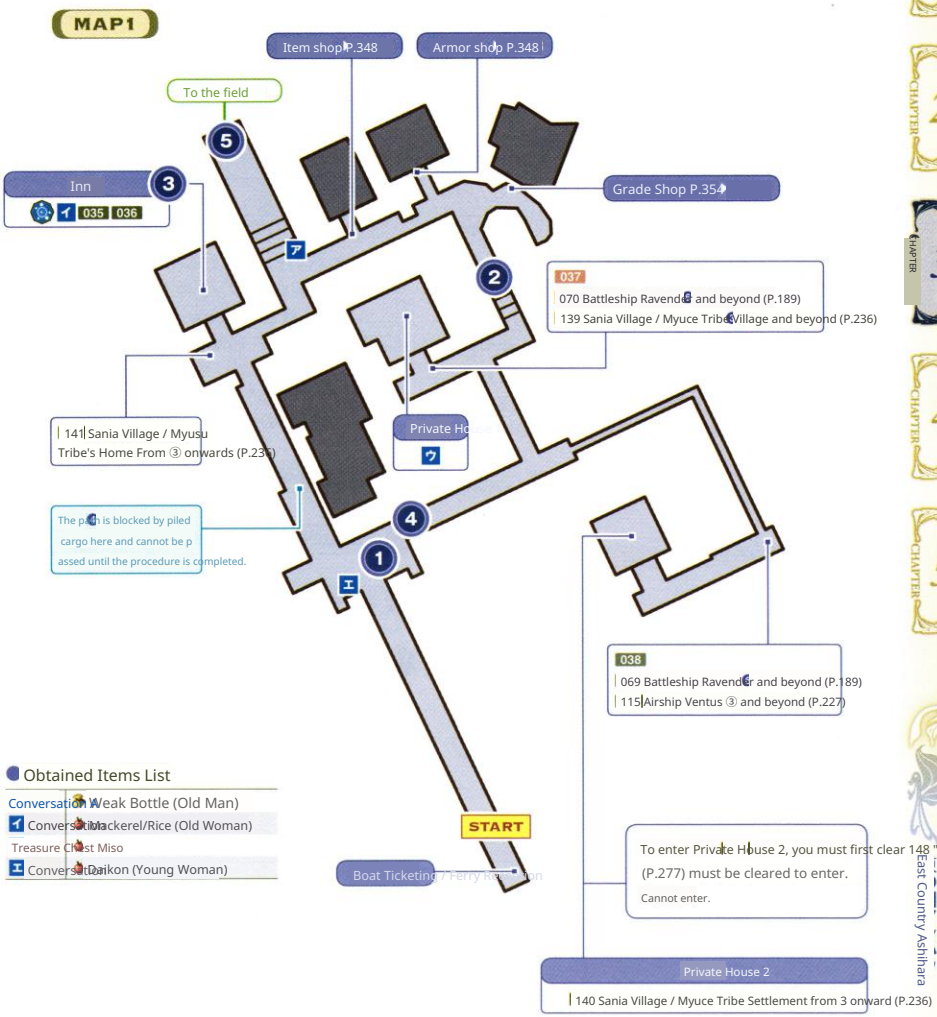
Speaker	Line
Luka	Forcing someone to take them along like that.....
Spada	This should make (them) quiet
Ilia	Didn't you hear me say I don't want to go together?
Anju	Th-this way, the puppy will behave quietly now, right...?
Ricardo	Don't think you can solve everything with force.
Conway	I would rather settle this more peacefully.

Battle occurrence timing: Shopkeeper's mansion ⑤ ▶P.163

Speaker's line	
Ermana: Give our kids back!	

Battle occurrence timing: Ashihara Royal Tomb 2 ▶P.169

Speaker	Line
Ruca	Wake up, Chitose!
Ilia	There's no way I'm going to let myself be killed
Spada	Good grief, that's no joke at all.
Ange	Shall we talk calmly?
Ricardo	That's some serious persistence.
Elmana	Big brother Luca is really popular, huh.
Conway	That's a bit harsh for a joke.


MAP1
Item shop P.348
Armor shop P.348
To the field
Inn
035 036
Grade Shop P.354
037
070 Battleship Ravender and beyond (P.189)
139 Sania Village / Myuce Tribe Village and beyond (P.236)
141 Sania Village / Myusu Tribe's Home From ③ onwards (P.237)
Private Ho
ウ
The path is blocked by piled cargo here and cannot be passed until the procedure is completed.
038
069 Battleship Ravender and beyond (P.189)
115 Airship Ventus ③ and beyond (P.227)
START
Boat Ticketing / Ferry Room
To enter Private House 2, you must first clear 148 "The Phant (P.277) must be cleared to enter.
Cannot enter.
Private House 2
140 Sania Village / Myuce Tribe Settlement from 3 onward (P.236)
East Country Ashihara

Obtained Items List

Conversation A Weak Bottle (Old Man)
Conversation B Mackerel/Rice (Old Woman)
Treasure Chest Miso
Conversation D Daikon (Young Woman)

Recommended Level 20

Ashihara Royal Tomb

TOWN DUNGEON

Synopsis	Ashihara's Beast Extermination ~ Luca's Determination 2				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	—	—	—

Story Flowchart

Skits P.364 Sub-event -

START

1 Approach the Gravekeeper on ▶P.169

Skits: It had a strange way of speaking...?/ Let's look for Jirochou

Many enemies appearing in the Ashihara Royal Tomb are weak to fire and light attributes. Luca should continue using the "Radius Sword" he used in the Regnum Limestone Cave. The Spada weapon "Kagutsuchi" obtainable inside the Ashihara Royal Tomb also has added fire attribute, so it will be useful.

2 Go out to the field ▶P.169

Enter the eastern country Ashiha ▶P.172

4 Talk to Jirocho ▶P.172

Skits: About monsters / Even if within the contract

5 BATTLE Go to the town entrance/exit and defe at Boar ×3, Boar ×3, Boar ×4 ▶P.172

Skits: Chitose hypersensitivity / Let's go report it

6 Talk to Jirocho ▶P.172

Title: Ruka: "A withered hobby?" (P.058)

Enter the field 7 ▶P.172

Enter Ashihara Royal Tomb 8 ▶P.169

Approach the tomb guardian on MAP1 9 ▶P.169

Skits: Populist King

Enter MAP2 10 ▶P.170

Skits: Bad at Swimming?

11 Proceed to th ▶P.170

Item: Sorcerer Ring

Here, Conway gives you the "Sorcerer Ring", and from then on pressing a button will let you emit a red light. You can light sconces or activate switches, enabling you to solve various dungeon mechanisms.

12 GIMMICK1 Solve Gimmick 1 to open the door ▶P.170

13 Move the rock forward on MAP3 ▶P.170

14 Move the rock forward ▶P.170

15 Move the rock forward ▶P.170

16 Approach the mur ▶P.170

17 Move the rock forward ▶P.170

18 Move the rock toward you ▶P.170

19 GIMMICK 2 Solve Gimmick 2 on MAP4 and open the door ▶P.171

Approach the mural on MAP5 20 ▶P.172

Approach the Place of Men ▶P.172

Skits: Demon King / Headache Ilia, Again

At this point your style will grow and the Rave Gauge will reach level 3. Review learned abilities and the set of Rave Abilities. Also, to prepare for the upcoming battle with Chitose, it's a good idea to equip the "Paralyze Charm."

22 BOSS Go to MAP4 and defeat Chitose (1) ▶P.171

Skits	Relationship with Sakuya / Ilia betrays? / About the man's remark Chitose
Title	Ilia: "The one who destroyed the world?" (p.066)

23 Go out to the field ▶P.169

Enter Ashihara in the East (24) ▶P.172

Skits: The Joy of Traveling

25 Talk to the ship reception and board the ship. You will be automatically moved to Garam Port. ▶P.172

Continued on p.173

Enemy List

Grave Tortoise ▶P.315

HP	1741	Steel Body	40

Elements: Fire, Water, Earth, Wind, Thunder, Light 闇

They move slowly and aren't hard to defeat individually, but appearing in groups is troublesome. Use wide-area attacks such as "Vacuum Blade" to take them out together.

Tarantula ▶P.319

HP	1048	Steel Body	—
Element	Fire, Water, Earth, Wind, Thunder, Light 闇		

Melting Pot ▶P.329

HP	4192	Steel Body	—

Attributes: Fire Water Earth Wind Thunder Light Pavilion

Skeleton ▶P.318

HP	1572	Steel Body	—
Element	Fire Water Earth Wind Thunder Light Pavilion		

Mummy ▶P.329

HP	2830	Steel Body	—

Attributes: Fire, Water, Earth, Wind, Thunder, Light, 闇

▲ Uses "Spoil Mind" to lower our spell attack. Prioritize defeating it as it takes a lot of time to defeat. Breaking Stun Pots makes it doesn't drop.

Spirit ▶P.318

HP	1088	Bronze Body	20

Attributes: Fire, Water, Earth, Wind, Lightning, Light, Read

• Mission data

Number	Enemy group	Condition	Mission reward
1	Grave Tortoise ×2/ Taranchula / Spirit	Land 15 consecutive hits (15-chain combo)	Obtain "Weak Check"
2	Melting Pot/ Taranchula / Skeleton/	Win without taking damage to the controlled character	Recovers TP equal to 50% of the maximum value

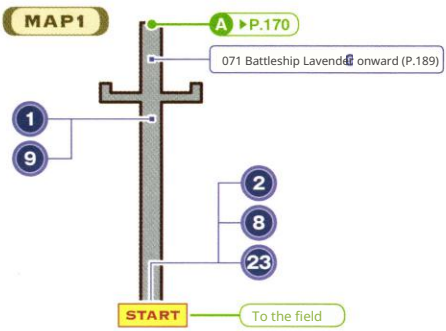
CHECK POINT

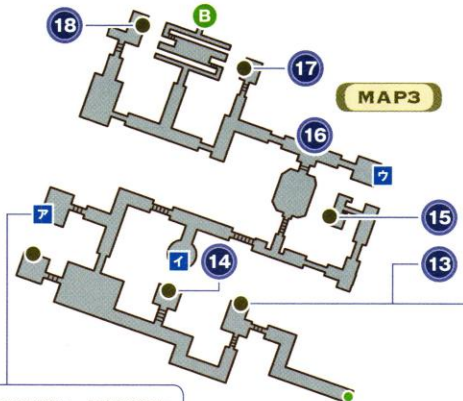
1 The mission reward is the "Weak Check," which is useful in this dungeon. Set your allies' tactics so they target the Grave Tortoise to build up combo counts. Achieving 2 greatly increases TP

Recover. If the playable character simply keeps free-running to flee from the battlefield, the objective is easy to achieve. If you want to complete it even more easily, you can set the entire party to "Auto".

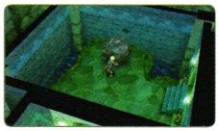
Map

Ashihara Royal Tomb

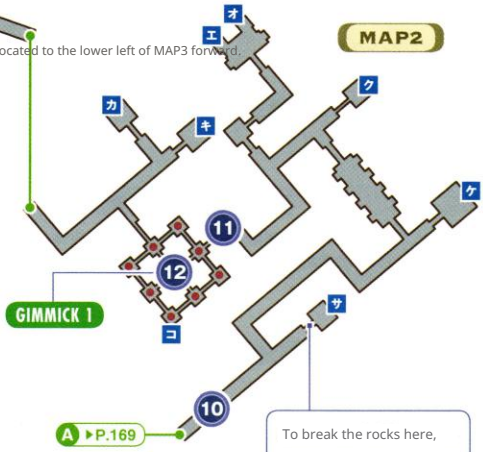




There are rocks placed inside th at block the water flowing into t he royal tomb. Pulling the rock f orward lets the water flow into t he channel, draining the room a nd allowing passage.



This treasure chest can be opened by pulling the rock located to the lower left of MAP3 forward.
Pull the rock located at the lower left forward
to be able to open it.



To break the rocks here, the "Sorcerer Ring (Modified)" is required. Opening Sa's treasure chest is still some way off.

●Obtainable Items List

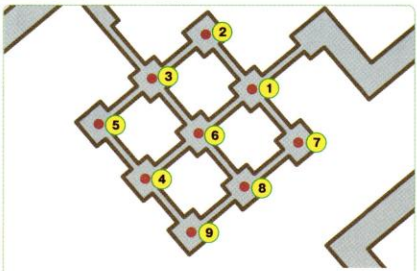
Treasure Chest: Saffron	
イ	Treasure Chest: Life Bottle ×2
ウ	Treasure Chest: 1500 Gald
エ	Treasure Chest: Simmered Daikon and Squid Recipe
オ	Treasure Chest: Weakness Charm
カ	Treasure Chest: Daikon ×3
キ	Treasure Chest: 1300 Gald
Treasure Chest: Min ×2	
ケ	Treasure Chest: Weak Bottle
コ	Treasure Chest: Holy Bottle
サ	Treasure Chest: Heavenly Garb
シ	Treasure Chest: Kagutsuchi
S	Treasure Chest: Specific

How to Read Icons ●……岩 ●……Candelabrum

GIMMICK 1 The order to light the candelabra is hinted by the statue's gaze

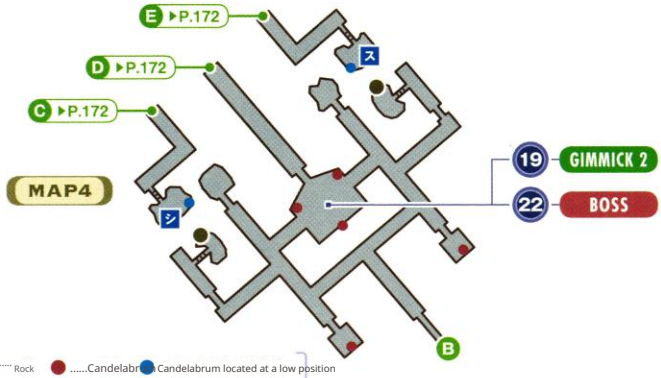
The door to MAP3 opens when you use the "Sorcerer Ring" to light the candelabra in order. The hint for the lighting order is the direction of the statues near the candelabra. The correct method is to light the candelabra that lie in the line of sight of the statues. If you light them in the wrong order, all candelabra flames will go out and you must restart, but you can retry as many times as needed.

● Order to light the candelabra



How to Read Icons ●……Candelabrum

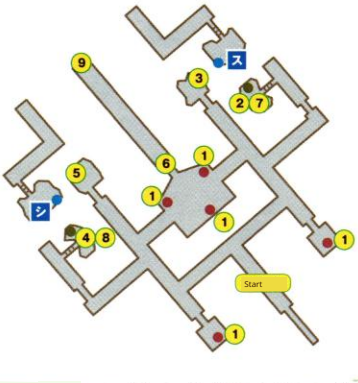
If you fail several times, a skit will o ccur where Conw ay gives you a hin t.



GIMMICK 2: Light all the candelabra

If you light the seven candelabra on MAP4, the door to MAP5 will open. However, two of the candelabra are in low positions and cannot be lit as they are. Push the rock to block the water, then from the opposite bank light the candelabra that float up. After the door opens, pull the rock back toward you. If you don't, you won't be able to open the chests marked シ and ス.

■Overall view of GIMMICK



◆Procedure for solving GIMMICK 2 while opening treasure chests

Start
1 Light the five candlesticks
2 Push the rock
3 Light the candelabrum on the
4 Push the rock
5 Light the candelabrum on the far shore
6 The door opens
7 Pull the rock toward you
8 Pull the rock toward you
9 Proceed to MAP5
Open the map/box

※Steps ①~⑥ and ⑦~ are in no particular order.

BOSS "Dodge Chito se's colorful techniques by free-running, then counterattack

Chitose attacks with a variety of techniques such as "Blue Soul Zero Curse," which rains blue flames from above, "Secret Sword Binding," which leaps into the air and launches a sword of light, and "Ouka Ranbu," which attacks the area around her. Don't rush in recklessly—observe her movements carefully and use free-running to dodge while attacking. In particular, "Secret Sword Binding" inflicts paralysis if it hits, making it troublesome. When she uses this move, move toward Chitose to evade.

"Secret Sword Binding" flies diagonally downward from the air. It's easier to avoid if you dash straight toward her.

The blue flames of "Blue Soul Zero Curse" remain for a long time after appearing. It's safer to stay away.

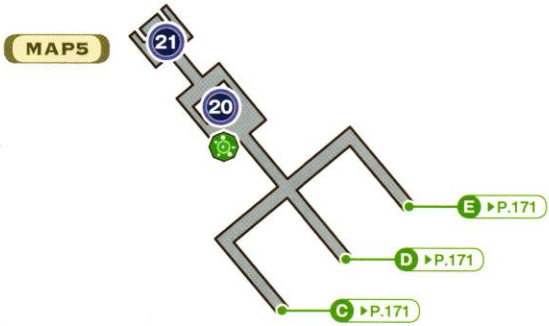
Chitose (1) ▸P.319

LV 24 HP 31584 Iron Body 80

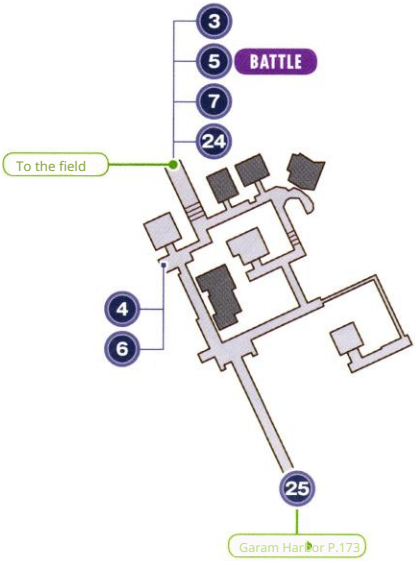
Attributes: Fire Water Earth Wind Thunder Light

Drop: Chamomile (guaranteed)

Steal —



East Country Ashihara
See details on P.166



BATTLE: Fight by Getting Around Them

The boar's attack has a knock-up effect that can be troublesome, but it only hits if you're in front of it. Try to move to its sides or rear to attack. Also, its enraged attack animation involves kicking the ground twice and then charging. If you guard at the moment the boar charges, you can more easily trigger a guard counter.

Boar ▶P.326

LV	21	HP	2419	Steel Body	1

Event Victory Lines Collection vol.3

NEXT▶P.176

Battle Occurrence Timing: Kelm Volcano ③ ▶P.179

Speaker	Line
Spada	Vulcan..... Were you watching...?
Luka	Now we can breathe easy.
Ilia	Great victory~♪
Anju	I absolutely can't afford to lose.
Ricardo	I won't let you interfere with my work
Elmana	We won!
Conway, of course we will win	

Time of battle occurrence: Garland ip Lavender ⑥ ▶P.189

Speaker	Lines
Ruca	Chitose..... I.....
Ilia	You're seriously a nuisance!
Spada	Cut it out already.
Anju	First, let's calm down?
Ricardo	You refuse to listen...
Elmana	Big brother Luca isn't coming with us!
キュキュ	Luca said he's not going! Didn't you hear him!?
Conway	A woman's persistence is frightening

Only one person speaks. If Spada participated in the battle, Spada will always speak.
If not, the defeated character will speak.

Recommended Level 21

Garam Port

TOWN DUNGEON

Synopsis	To the Western Country Garam				
Facilities	Item Shop	Armory	General Store	Grade Shop	Inn
	○	○	—	○	250 Gald

Story Flowchart

Skits P.B65 Sub-event P.265

START

Skits	About Garam Port and the Mine/What is 1 plus 1?/Inn Early Morning at the Inn/Stealth 4 at the Inn/ Inn Forehead Wound 1/Inn Forehead Wound 2
Sub-events	039 Rapid-Press Master/040 Wonder Chef ⑤ 041 Great Adventurer Who Travels the World ⑦

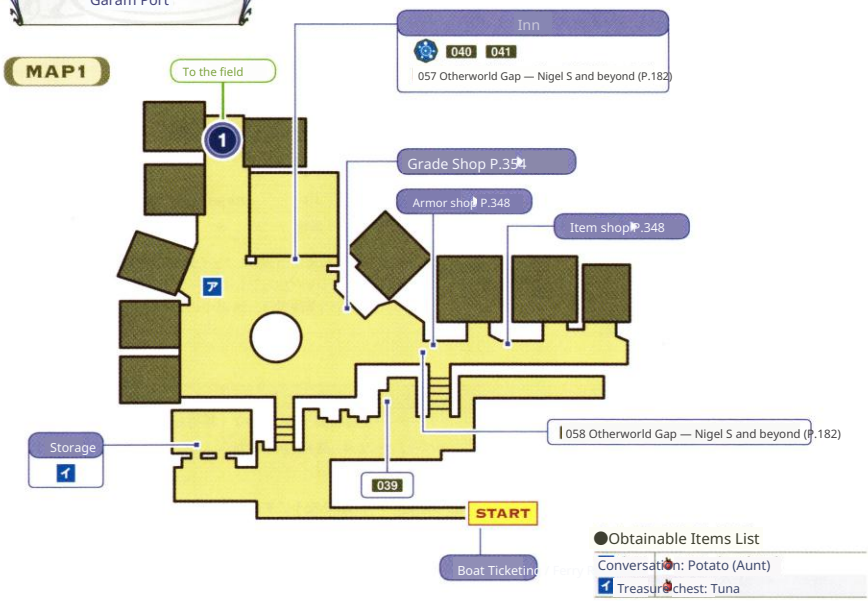
The next destination, Calyps Mine, has many enemies who se attacks can inflict poison and many enemies weak to Wind attribute. As a countermeasure against poison, obtain "Poiso n Charm", and to exploit enemy weaknesses, purchase weap ons such as "Aeromag" and "Wind Rapier".

11 fter going out to the field, go to Calyps Min P.173

Continued on P.174

Map

Garam Port



●Obtainable Items List

Conversation: Potato (Aunt)
Treasure chest: Tuna

Recommended level 22

Calypso Mine

TOWN | DUNGEON

Synopsis	To the Western Country Garam				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	—	—	—

Story Flowchart

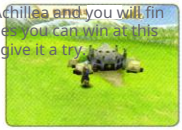
Skits - ▶ Sub-event - ▶

START

1. Obtain the "Pickaxe" on MAP2 ▶P.175
   Item: Pickaxe

The "Pickaxe" obtained in Step 1 and the "Bomb" obtained in Step 3 can both be acquired by inspecting the glowing points on MAP2. With these items, you can destroy small and large rocks and proceed forward.

2. Break rocks with the "Pickaxe" ▶P.175
3. Obtain the "Bomb" on MAP2 ▶P.175
   Item: Bomb
4. Break rocks with the "Pickaxe" ▶P.175
5. Break the rock with a "Bom ▶P.175
6. GIMMICK MAP 3: Solve the gimmick on the map and p ▶P.176
7. After going out into the field, go to the western country Garam P.176 Proceed north from the northern entrance to North Achillea and you will find an arena. There are battles you can win at this stage, so you may want to give it a try.



Continued on P.178

Enemy List

Tsuchigeko ▶P.320
HP 2098 Steel Body —
Attributes: Fire, Water, Earth, Wind 雷 Light, Dark

Brown Bear' ▶P.325
HP 3641 Steel Body 50
Attributes: Fire, Water, Earth, Wind, Thunder, Light, M

Amber Veil ▶P.309
HP 5074 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light 闇

Earthbat ▶P.307
HP 1051 Bronze Body —
Attributes: Fire Water Earth Wind Lightning Light 闇

Liar ▶P.330
HP 8456 Steel Body 80
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Tower

They attack in the same way as the fake that appeared at the Naoce Base, but also use a variety of techniques such as "Shadow Edge," "Stone Blast," and "Fireball." Aim for openings during their casting t

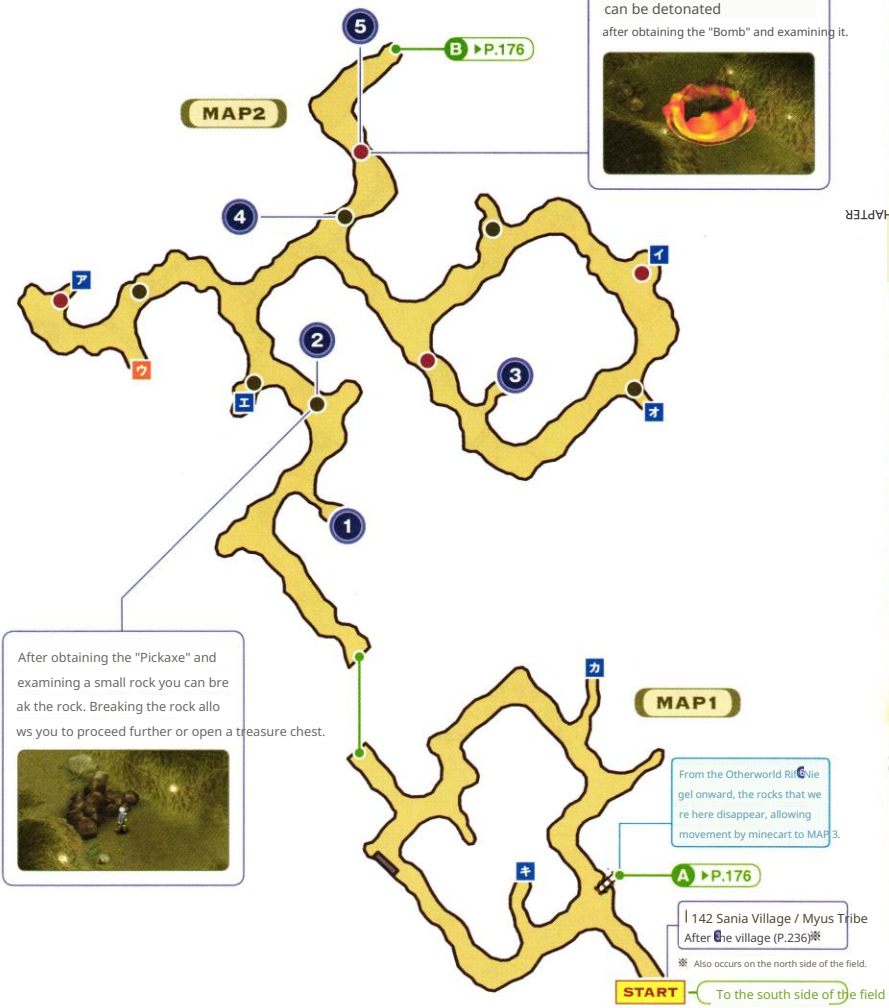
• Mission data

Number	Enemy group	Condition	Mission reward
1	Brown Bear ×3	Do not let the entire party be incapacitated. Experience gained is quadrupled. All party members' HP upon victory must be at least 60% of their maximum.	AP gained is doubled
2	Tsuchigeko ×2/ Earth Bat ×2		

CHECK POINT

Both missions offer attractive rewards that help with character development. Both are fully achievable if you keep an eye on each character's remaining HP and heal with items or techniques as needed. However, in one you will face the formidable Brown Bears—three of them. This enemy's attack pattern is almost the same as the Egg Bear that appeared on Regnum Pass. Charging them head-on tends to result in powerful counterattacks, so avoid the Brown Bears and strike from behind.

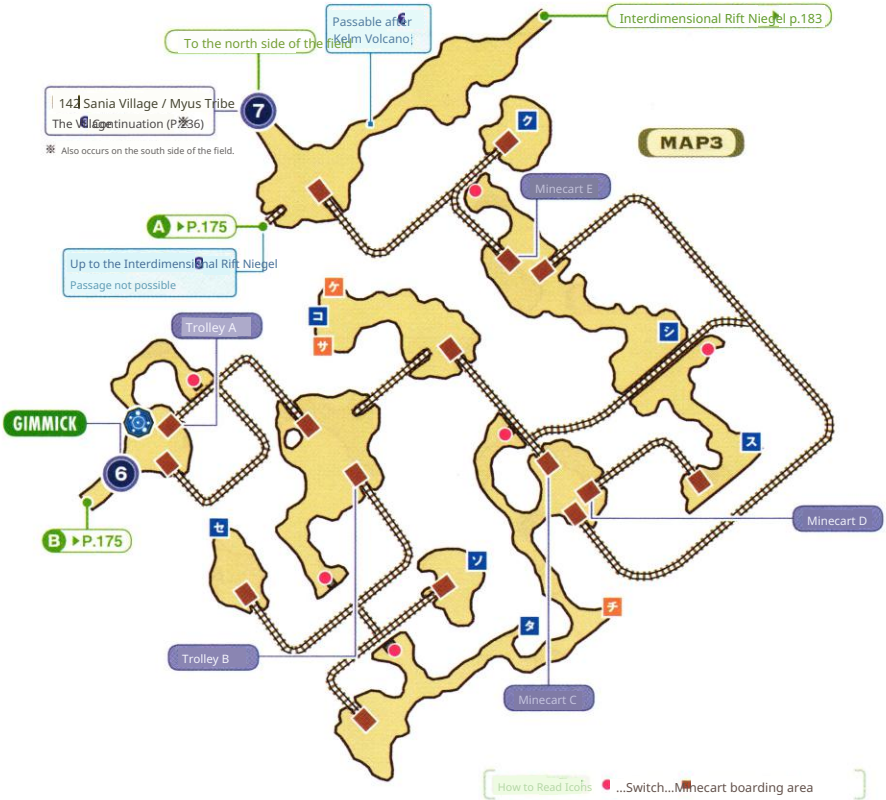
Calypso Mine


The large boulder blocking the passage can be detonated after obtaining the "Bomb" and examining it.
B ▸P.176
MAP2
5
4
2
3
1
ア
イ
ウ
エ
オ
After obtaining the "Pickaxe" and examining a small rock you can break the rock. Breaking the rock allows you to proceed further or open a treasure chest.
MAP1
カ
キ
From the Otherworld Riftvale gel onward, the rocks that were here disappear, allowing movement by minecart to MAP3.
A ▸P.176
142 Sania Village / Myus Tribe
After the village (P.236)※
※ Also occurs on the north side of the field.
START
To the south side of the field

●Obtainable Items List

Chest A	Green Ribbon
Chest B	Recipe for Chilled Tomato Pasta
Chest C	Storm Sword
Treasure Chest	Holy Bottle
オ Treasure Chest	Poison Check
カ Treasure Chest	1400 Gald
キ Treasure Chest	Poison Bottle

How to read the icons ····· Rocks that can be broken with a pickaxe ■ Can be destroyed with a bomb]



●Obtainable Items List

ク	Treasure chest: Pine Gummy	ス	Treasure chest: Savory
Treasure chest	Life Bottle ×2	セ	Treasure chest: Apple Gummies ×2
Treasure chest	1800 Gald	ソ	Treasure chest: Cheesecake recipe
Treasure chest	Powers Knuckle	タ	Treasure chest Egg ×3
Treasure chest	Sage	チ	Treasure chest Miracle Gummy

Collection of lines upon victory in event battles vol.4

NEXT▶P.188

Battle occurrence timing Garbos Jungle ⑦ ▶P.198

Speaker	Line
Elmana	I'm not trying to trick you. Cyan, come with us.
Luka	Phew..... I was saved.....
Ilia	How about this!
Spada	The opponent was unlucky.
Anju	Phew... I'm tired.
Ricardo	I won't let you interfere with my work
キュキュ	Okay, it's done.
Conway	I can't afford to lose here.

Only one person speaks. If Elmana participated in the battle, El mana must speak. If not, the defeated character speaks.

Battle occurrence timing Grigori Village/Ship Deck ③ (Gumble (2)) P.202

Speaker	Line
Ricardo	That's it for now, brother
Luca	Phew... That was a relief...
Ilia	How about this!
Spada	Sorry, I can't go easy.
Anju	I absolutely can't afford to lose.
Elmana	Well, isn't this about it?
Kyukyu	Kyukyu fights, to survive...!
Conway	When it's time, we'll do it.

Only one person speaks. If Ricardo participated in the battle, Ricardo will always speak. Otherwise, the defeated character will speak.

GIMMICK Switch the minecart's route with the switch and proceed

MAP 3 consists of nine separate areas connected by tracks. Investigate the minecarts placed throughout, board them, and move along the tracks. Also, examining the red switches allows you to change the tracks. In this way, the minecart's route changes and accessible locations vary. Following the steps below and switching points while traveling by minecart should let you reach the exit without trouble while opening all the treasure chests.

● GIMMICK Overview

● Procedure for solving GIMMICKS while opening treasure chests

Start
1 Operate the switch
2 Board Minecart A
3 Board Minecart B
Open the セ
4 Ride Minecart B
5 Operate the switch
6 Ride Minecart B
7 Operate the switch
8 Board Minecart B
Open the map
9 Board Minecart B
Open the map
Operate switch 10
Ride minecart C11
,, open
12 Ride the minecart
13 Operate the switch
14 Ride Minecart D
Open the switch
15 Operate the switch
16 Ride Minecart D
17 Board the minecart
Open it
18 Board Minecart E
Open it
19 Board the minecart
20 Operate the switch
Ride minecart E21
22 From the entrance/exit to the north side of the field

Recommended level 24

Western Country Garam

TOWN DUNGEON

Synopsis	Assassin Hasta				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	○	○	—	○	300 gald

Story Flowchart

Skit p.369 Sub-event p.265 ▶

START

Skit: About Garam / About the volcano	
Sub-events	042 Longing / 043 The Rabbit and the Wolf / 044 Ladies' Man / 045] Okonomiyaki Older Sister ①

The enemies in the next destination, Kelm Volcano, are mostly weak to water attribute. Buy the "Jerid Saphirus" that has water attribute added and equip it on Elmana. Also, to prepare for the enemies' fire-attribute attacks, you should purchase a "Flare Mantle" for each party member.

1 Proceed toward the center of the town ▶P.178

Skits	Cleaning in progress
Sub Event	046 Trial Cut ①/047 Wonder Chef ⑥/ 048 Great Adventurer Who Travels the World ⑧/049] Nekoru ③

2 Approach the gatekeeper at the upper e ▶P.178

Skits	What kind of guy is Hasta? / Ricardo VS Hasta

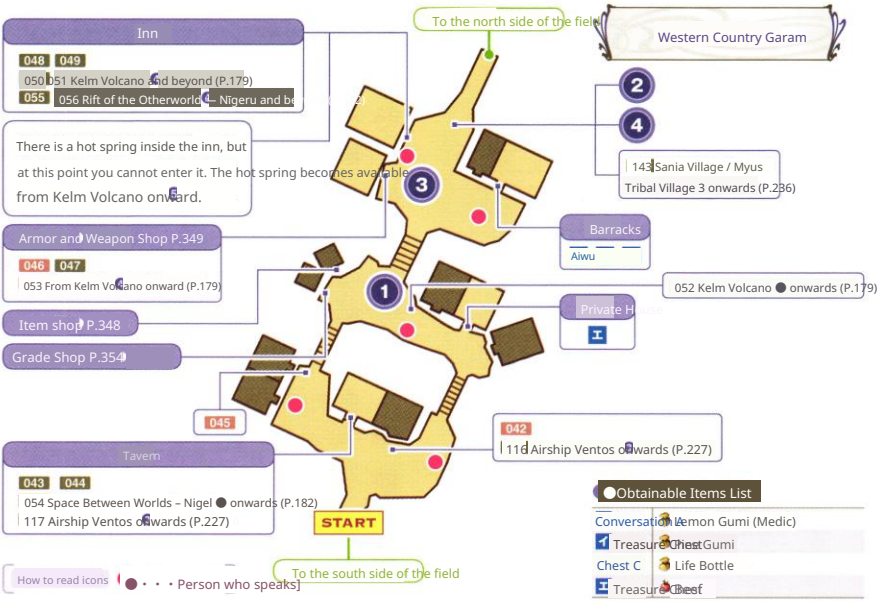
3 Talk to all 5 specific residents ▶P.178

Title	Ange "The Realist" (P.082)

4 When you approach the gatekeeper at the upp ▶P.178
er entrance, you will automatically be moved to Kelm Volcano

Continued on P.179

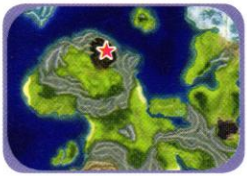
Map


Inn
048 049
050 051 Kelm Volcano and beyond (P.179)
055 056 Rift of the Otherworld – Nigeru and be
There is a hot spring inside the inn, but at this point you cannot enter it. The hot spring becomes available from Kelm Volcano onward.
Armor and Weapon Shop P.349
046 047
053 From Kelm Volcano onward (P.179)
Item shop P.348
Grade Shop P.354
Tavern
043 044
054 Space Between Worlds – Nigel ● onwards (P.182)
117 Airship Ventos onwards (P.227)
045
START
To the south side of the field
To the north side of the field
Western Country Garam
143 Sania Village / Myus Tribal Village 3 onwards (P.236)
Barracks
Aiwu
052 Kelm Volcano ● onwards (P.179)
Private H
042
116 Airship Ventos onwards (P.227)
●Obtainable Items List
Conversation M Lemon Gumi (Medic)
Treasure Chest Gumi
Chest C Life Bottle
Treasure Chest
How to read icons ● ・・・ Person who speaks]

Recommended level 26

Kelmu Volcano

TOWN DUNGEON



Synopsis	Murderer Hasta—Peeping suspicion				
Facilities	Tool shop	Armor shop	General Store	Grade Shop	Inn
	—	—	—	—	—

Story Flowchart

Skits P.365 Sub-event P.366

START

Skits: Doesn't look strong / Natural kiln

1 Proceed to the depths of MAP 3 ▶P.180

Skits	Somehow Spada is acting strange?/Decides to go on a diet / Or so I thought...
Title	Spada "Son of Vulcan" (P.058) / El "Mana "Mine Girl" (P.098)

2 Proceed to the back of MAP5 ▶P.181

Skits: After all, Spada is acting strange

3 BOSS Go to MAP6 and defeat Hasta (2), then you will be automatically moved to the western country, Garam. ▶P.181

Escape	Ilia / Spada / Anju / Ricardo / Elmana / Conway

Talk to Spada ▶P.181

Skits	Not on good terms with Ricardo? / About Vulcan / Cold Ricardo / Short-tempered Ilia / Leisurely travel feelings / Pasta guy / Unpalatable guy / Second playthrough inn / Came to the inn / Inn shock!? Ilia's... / Frilly pink of the inn
	050 Great Adventurer Who Traverses the World ⑨ / 051 Sub Event: Hot Spring Time · Relaxed / 05 Mercenary Clad in Death / 053 Trial Slash ②
Title	Luca "The Silent Boy" (P.058) / Ilia "The Despairing Girl" (P.066) / Spada "The Lewd Noble" (P.074) / Anju "A Woman Who Hiding It Is Pointless" (P.082) / Ricardo "Future Hunter ?" (P.090) / Elmana "A Girl with Potential" (P.098) / Conway "Student" (P.114)
Join	Ilia / Spada / Anju / Ricardo / Elmana / Conway

The Rave system is enhanced, allowing Rave Abilities of all levels to be used. Prepare for future battles by purchasing and equipping level 4 Rave Abilities at the Grade Shop.

5 Go out into the field ▶P.181

Skits	Birth of a god / Asura's foster parent / Durandal and Gae Bolg Birth of Vritra / Inn Durandal's maker

From this point on, if you talk to the inner counter you will be able to enter the hot spring, where you can recover HP and TP for free. The lines displayed when using the hot spring vary depending on the party leader, and the illustration shown differs by gender, so please enjoy those changes. Also, if you make Conway the party leader and approach the men's bath entrance, you can obtain the title "Handsome Big Brother" (P.[illegible]).

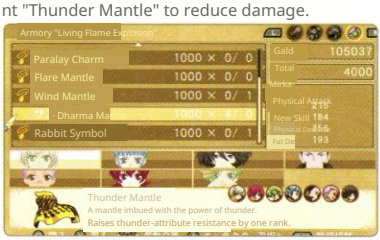
You mustn't go over there

6 Enter the Calyps Mine ▶P.181

Title	Conway "Knower of Other Realms" (P.114)

7 Enter the Interdimensional Rift: Nigel ▶P.181

The enemies appearing in the next destination, the Interdimensional Rift Nigel, often use lightning-element attacks. Equip party members with the lightning-resistant "Thunder Mantle" to reduce damage.


Armory "Living Flame Explosion"
Paralay Charm 1000 × 0/ 0
Flare Mantle 1000 × 0/ 0
Wind Mantle 1000 × 0/ 1
Dharma Ma 1000 × 4/ 0
Rabbit Symbol 1000 × 0/ 1
Gald 105037
Total 4000
Physical Attack
New Skill 184
193
Thunder Mantle
A mantle imbued with the power of thunder.
Raises thunder-attribute resistance by one rank.

Continued on p.182

Enemy List

Drake ▸P.322

HP	1747	Steel Body	—

Attributes: Fire, Water, Earth — Wind Thunder Light Pavilion

Salamander ▸P.317

HP	2246	Bronze Body	—

Attributes: Fire Water Earth Wind 雷 Light Reading

Lava Golem ▸P.329

HP	2995	Steel Body	40

Elements: Fire, Water, Earth, Wind/Thunder, Light 闇

Fire Soul • ▸P.324

HP	998	Steel Body	—

Elements: Fire, Water Earth Wind/Thunder, Light 闇

Mission Data

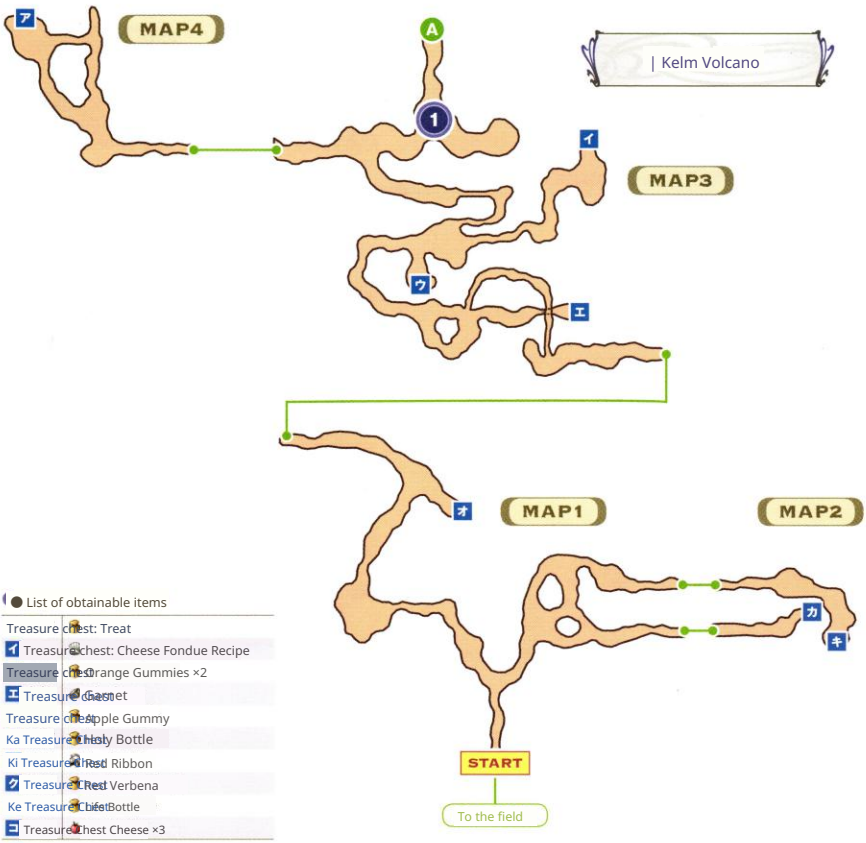
Number	Enemy group	Condition	Mission reward
1	Lava Golem / Fire Soul ×3	Only the controlled character is permitted to attack	Obtain "Phoenix Guard"
2	Salamander ×2 / Drake ×2	Do not decrease the Rave Gauge	Recovers TP equal to 70% of the maximum TP

CHECK POINT

1 The reward "Phoenix Guard" is armor that Ilia or Ricardo can equip. Its physical defense is inferior to the "Breast Guard" that can be bought at the armory around this point, but it raises resistance to fire attribute by one level, making it useful in this dungeon.

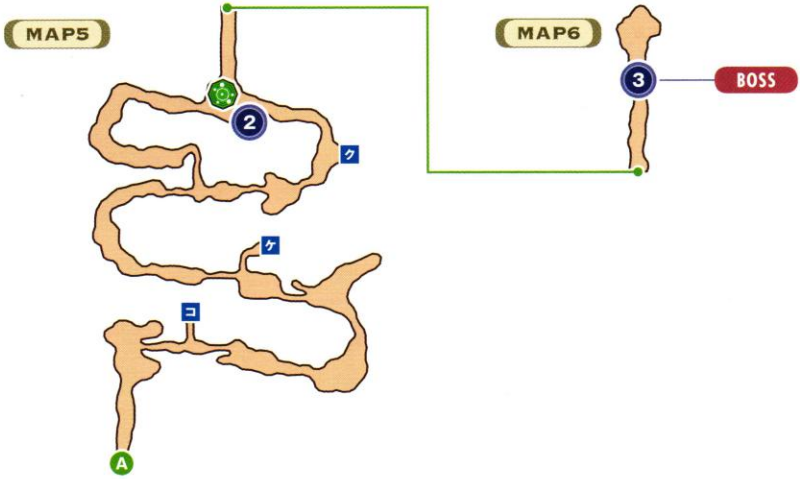
To fulfill the condition, the player-controlled character must refrain from making any attacks. When achieved, it restores a large amount of TP. By freely using TP to unleash powerful arts in succession and depleting the enemies' health, the condition can be easily fulfilled.

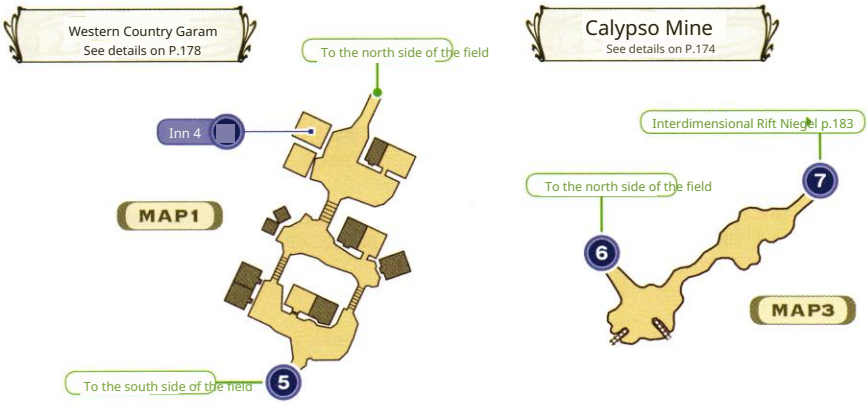
Map



● List of obtainable items

Treasure chest: Treat
Treasure chest: Cheese Fondue Recipe
Treasure chest: Orange Gummies ×2
Treasure chest: Garnet
Treasure chest: Apple Gummy
Ka Treasure chest: Holy Bottle
Ki Treasure chest: Red Ribbon
Treasure chest: Red Verbena
Ke Treasure chest: Life Bottle
Treasure chest: Cheese ×3





BOSS Use guarding to endure powerful new techniques and enraged attacks

Hasta's abilities have increased greatly compared to when he appeared at Regnum Pass. In particular, the power of his enraged attack is tremendous, dealing around 400 damage. In addition to his previous moves, he now uses "Spark Web", the multi-hit "Killing Spear", and the wide-range "Whirlwind Spear". After he lands a combo, immediately guard to prepare for a counterattack, wait for an opening in Hasta's defense, and then strike again.

Hasta (2) ▸P.323

LV 28 HP 50520 Iron Body 100

Attributes: Fire Water Earth Wind Light Reading

Drop: Attack Ring (guaranteed)

Steal —

The enraged attack is unleashed after he looks up at his spear. Be sure to guard to minimize damage.

The "Killing Spear" starts with repeated thrusts and then sweeps the spear. Keep your guard up until the end.

Recommended Level 28

Otherworld Rift—Nigel

Synopsis Kyukyu Appearance 1 ~ Kyukyu Appearance 2

Facilities	Item Shop	Armory	General Store	Grade Shop	Inn
	—	—	—	—	—

TOWN DUNGEON

Story Flowchart

Skits P.366 Sub-event P.366

START

Skit: Tummy Tingling

Upon entering the Otherworld Rift Niegel, secret arts become usable. From the menu's "Tactics," change allies' basic action setting to "Use Secret Arte."

1 GIMMICK Solve the gimmicks on MAPs 1–5 and proceed forward ▶P.183

2 BOSS Go to the lower side of MAP1 and defeat Mackia/Grave ▶P.183

Skit: Kyukyu's Party Join — Kyukyu (Before Battle) Kyukyu is an excellent attacker with high physical attack and TP. However, her physical defense is somewhat low, so focus on strengthening physical defense through styles.

Enter the Charybdis Mine (3) ▶P.183

4 Go Out into the Field ▶P.188

Skits	Meaning of "weird" / About gates / Self-proclaimed archaeologist / New Game+: Kyukyu's true identity / Concerns of the large department [e.g., Garar
Sub-events	054 Rabbit's Talent / 055 Followed Along / 056 The 765th Group...

Enter Port Garam 5 ▶P.188

Skits	Kyukyu's Interest
Sub-events	057 A Great Adventurer Traversing the World / 058 Bat Extermination

If you proceed to the next step, you will be automatically moved to the battleship Ravendel. Before talking to the embarkation clerk, make sure there is nothing left undone.

6 When you talk to the embarkation clerk and board the ship, you will be automa... Ravendel ▶P.188

Title	Kyukyu "Soldier" (P.107)

Continued on P.189

Enemy List

Arm ▶P.307
HP 1062 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Darkness

Chovusli ▶P.317
HP 1990 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Monstrul ▶P.329
HP 3557 Steel Body 80
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dar

Macchia ▶P.327
HP 2489 Iron Body —
Attributes: Fire Water Earth Wind Thunder Light

▲ Uses supersonic waves to inflict a stunned state on us, so you should defeat it early. Rarely drops a "Glorious Helm".

▲ Its only attacks are swinging its arms, but the damage is very high. If targeted by two or more en you should focus on defending.

• Mission data

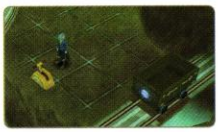
Number	Enemy group	Condition	Mission reward
1	Monstrol ×2 / Arm ×2	Defeat 2 enemies with a specific Artes	Obtain "Maul Claw"
2	Makkia ×3	Defeat 1 enemy in the air	Grade gained increases by 4

1 The reward "Maw Claw" is a weapon imbued with Earth attribute. CHECK: Since many enemies here are weak to Earth attribute, obtaining it will make battles easier. 2 refers to Ilia's "Flip Shot" and similar arts that, after launching enemies into the air, make it easier to land a combo.

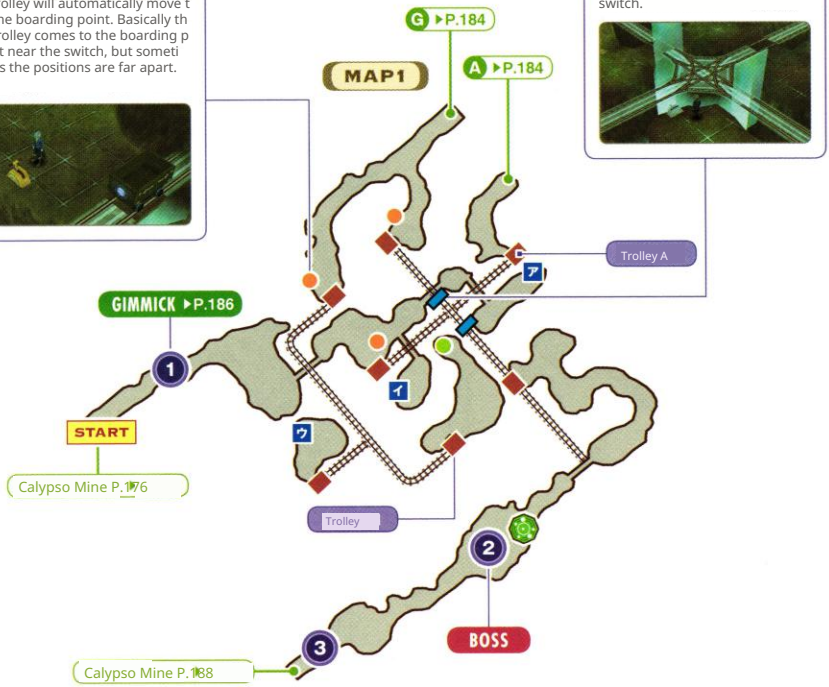
It is also easy to launch enemies by knocking them down with Luca's "Crush Assault Sword" and then following up with normal attacks. In any case, it is important to judge the timing and launch them when the enemy's HP is low.

Otherworld Rift—Nigel

When you operate the switch, th e trolley will automatically move t o the boarding point. Basically th e trolley comes to the boarding p oint near the switch, but someti mes the positions are far apart.



If there is a wall of light on the tracks, the trolley cannot pro
This wall of light can be removed by operating the corresponding switch.



●Obtainable Items List

Treasure chest: Seafood Doria recipe	
イ Chest	Holy Bottle
ウ Chest	Battle suit

How to Read Icons
- |...Trolley boarding point
- ...Switch to call the trolley
- ...Wall of light
- ...Switch to extinguish the wall of light

BOSS When you see the stance for "Shadow Nail," guard immediately.

Its attacks pack strong power but its movements are rather slow. If you watch its actions carefully it is not difficult to defend against its attacks. Be especially wary of the "Shadow Nail," which it unleashes after driving both arms into the ground.

If the ground at your feet turns black, either move away from the spot or guard.

Also, when its HP drops, it begins to use an attack called "Scatter" in which, after a motion that appears to be charging up, it sprays bodily fluid. If it hits you directly it deals heavy damage, so as soo n as you see the charging motion, move away from that spot immediately.

Makkia Grave ▶ P.327

LV 31 HP 48576 Steel Body 130

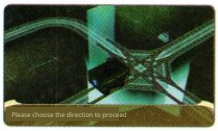
Attributes: Fire, Water, Earth, Wind 雷 Light Space

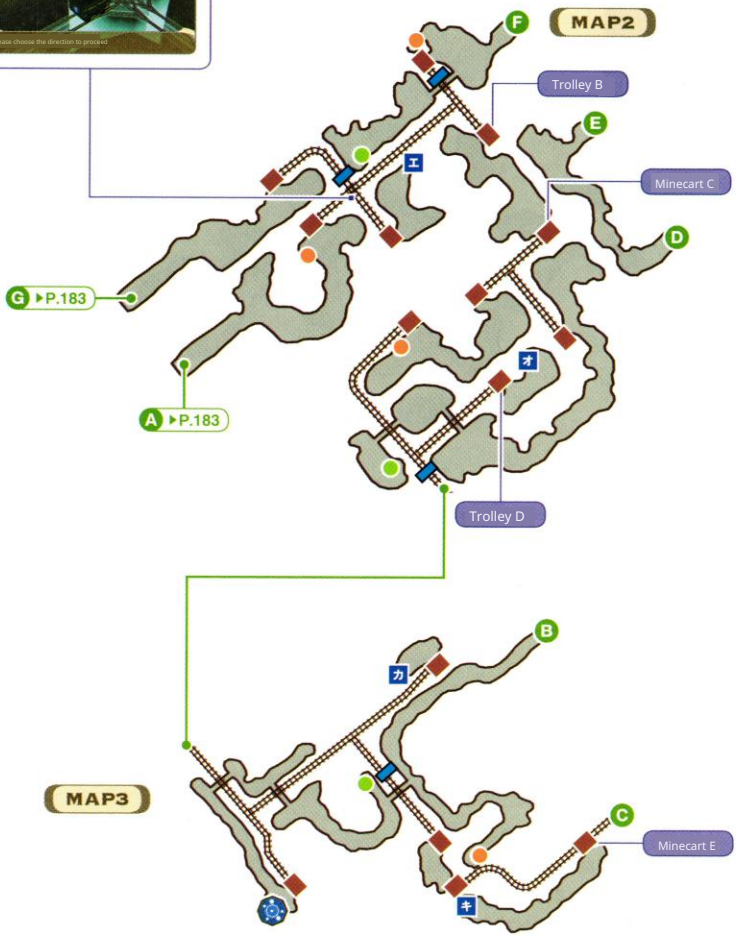
Drop Steal —

—

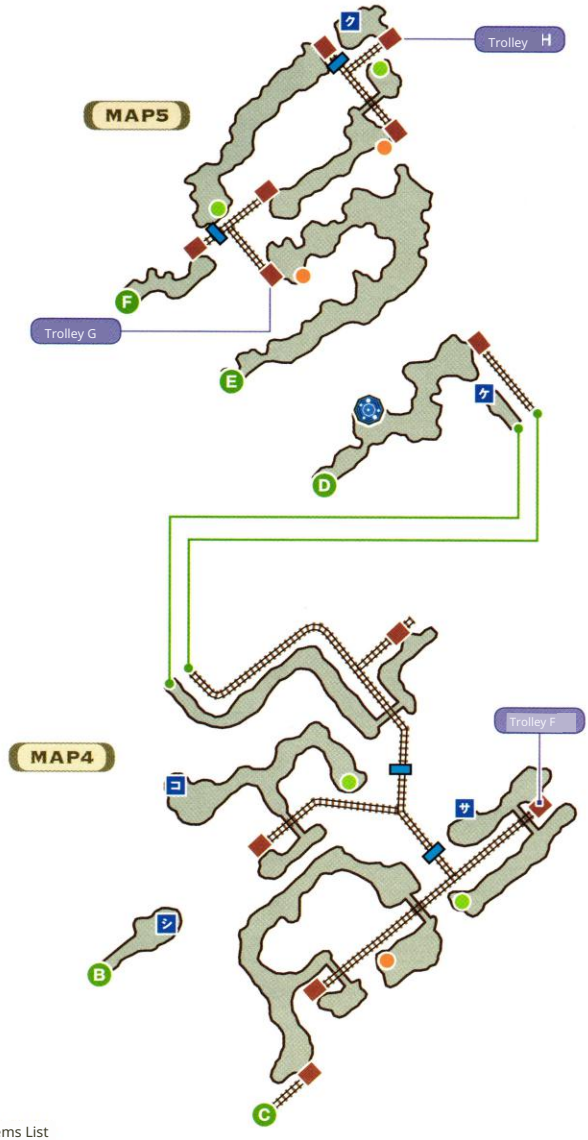
If you stand in f ront, you will be knocked back by its belly, so atta ck from behind or from the side.

When the minecart reaches a fork
you can choose whether to turn or go straight.
Note that if there is a wall of light
along the track, the fork will remain until the wall is cleared.
It may not be possible to turn.





How to Read Icons
..... Trolley boarding point
... ... Wall of light
..... Switch to call the trolley
..... Switch to extinguish the wall of light



●Obtainable Items List

Treasure Chest	Song of Gaia
O Treasure Chest	Purple Ribbon
Treasure chest	Life Bottle
Treasure Chest	Cosmos
Treasure Chest	Apple Gummies ×2
Ke Treasure Chest	Battle Guard
Sun Treasure Chest	Mochi Gummies
Treasure chest	Mochimochin Powder ×3
Treasure Chest	Sardonyx

How to Read Icons
...Minecart Boarding Area
...Switch to Call the Minecart
.....Wall of Light
...Switch to extinguish the wall of light

GIMMICK Ride the minecarts in succession to explore the dungeon

In this dungeon, you progress inward by riding in succession the nine minecarts scattered throughout. There are many treasure chests along the way, so rather than taking the shortest route, it's best to detour as much as possible. Here we explain the procedure to open all the treasure chests and proceed to the lower area of MAP1, where the boss Makkia Grave (Makkia Grāve) awaits.

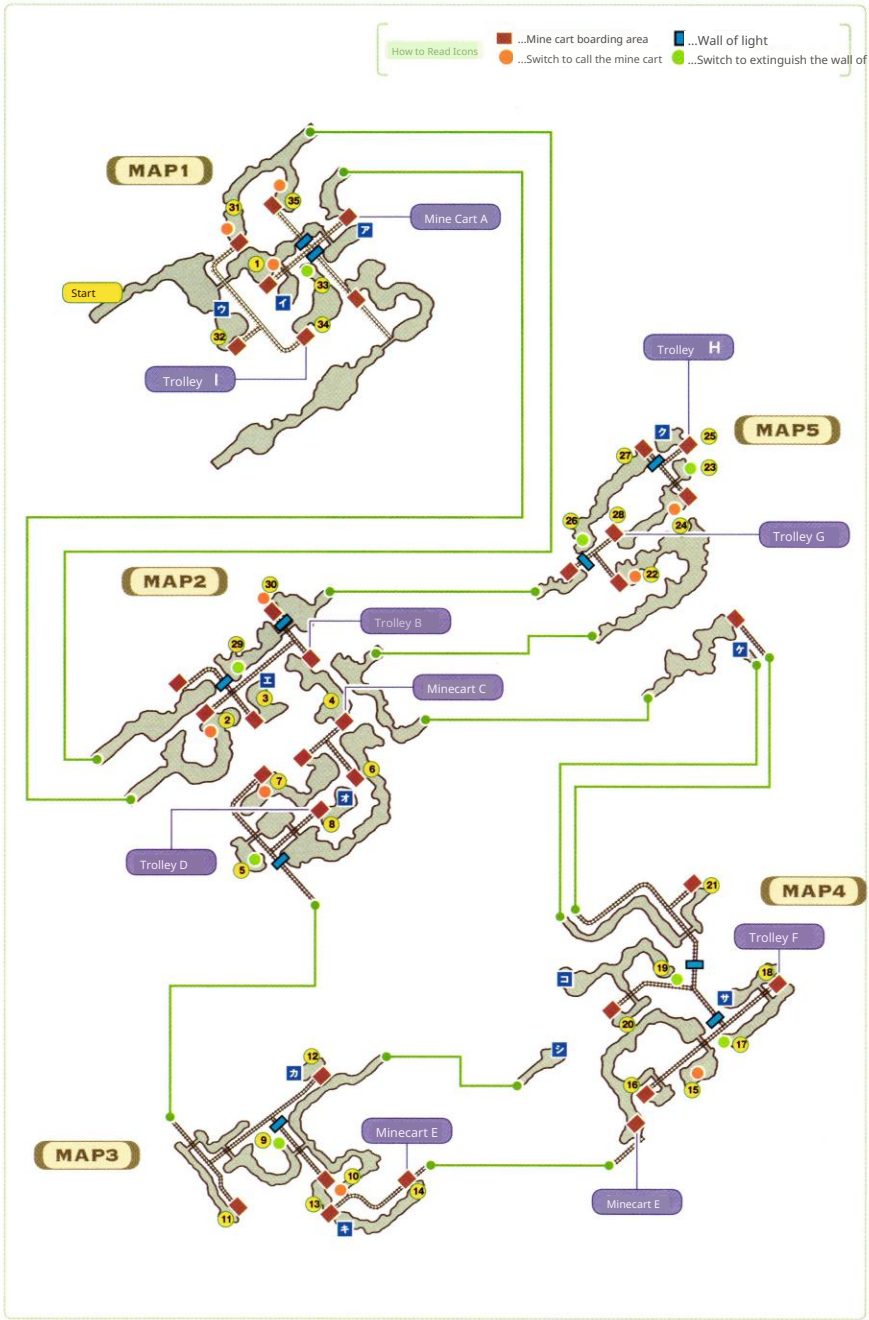
Going back later to pick up treasure chests is difficult. Be careful not to make the wrong choice at branching

● Procedure for solving the GIMMICK while opening treasure chests

- Start
- On MAP1, Open
- 1 Call Minecart A and ride it
- 2 On MAP2, call Minecart B and ride it (right)
  - Open it
- 3 Ride Minecart B (right)
- 4 Ride the mine cart (left)
- 5 Operate the switch to remove the light barrier
- 6 Ride the Mine cart (left)
- 7 Call Mine Cart D and ride it (left)
  - Open it
- 8 Ride Mine Cart D (left → straight)
- 9 On MAP3, operate the switch to remove the light ba
  - Open the map/diagram on MAP4
- 10 On MAP3, call Mine Cart E
- 11 Ride Mine Cart D (right → straight)
- Open the ∞ (infinite) gate
- 12 Ride Trolley D (Left)
- 13 Ride the minecart (descend)
  - Open it
- 14 Ride Minecart E (right)
- 15 Call Minecart F on MAP4
- 16 Ride Minecart F
  - Open the Sa
- 17 Operate the switch to remove the wall o
- 18 Ride the minecart (right)
  - Open the door
- 19 Operate the switch to remove the wall o
- 20 Ride the minecart (left→right)
  - Open on MAP5
- 21 Ride the minecart on MAP4 (right)
- 22 Call minecart G on MAP5 and ride it
- 23 Operate the switch to extinguish the light barrier
- 24 Call the minecart and ride it (right)
  - Open it
- 25 Ride the minecart (right)
- 26 Operate the switch to extinguish the light barrier
- 27 Ride the minecart (straight)
- 28 Ride the Minecart (straight)
- 29 On MAP2, operate the switch to extinguish the light barrier
- 30 Call minecart B and ride it (right → right)
- 31 On MAP1, call the minecart and ride it (right)
  - Open it
- 32 Ride the minecart (right)
- 33 Operate the switch to extinguish the wall of light
- 34 Ride the minecart (direct)
- 35 Call Minecart A and board (direct)

Turn right... to the rightTurn left... Turn to the left
...Proceed straight Ahead Descend... Get off

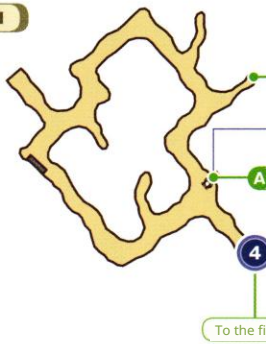
Overall View of GIMMICK



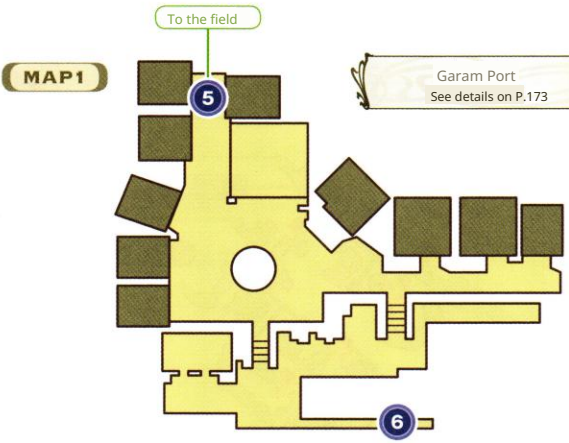
Calybus Mine

Details on P.175

MAP1



When exiting from the Rift Real m Nigel to the Karyupus Mine, a mine cart that connects the sou th entrance and the north entra nce of the Karyupus Mine beco mes available.



Garam Port

See details on P.173

Event Battle Victory Lines vol.5

NEXT▸P.194

Battle occurrence timing Grigori Village ③ (Gigantes Z) ▸P.202

Speaker	Line
Luka	Now we can breathe easy.
Ilia	How about this!
Spada	The opponent was unlucky.
Anju	Girdle-san....
Ricardo	Brother.....
Hermana	We won!
Kyukyu	Kyukyu fight, to survive.....!
Conway	I can't afford to lose here.

Timing of battle occurrence Battlefield ② ▸P.211

Speaker	Line
Ruca	I've made you pay back that debt from back then.
Ilia	I won't bother dealing with you!
Spada	How about this!
Anju	Exactly how many times is this, I wonder?
Ricardo	Shutting you up is quite a hassle.
Elmana	You must not come out anymore.
Kyukyu	Fluttering, what a strange fellow.
Conway	I wish they'd stop already.

Only one person speaks. If Ricardo participated in the battle, Ricardo will always speak. If Ricardo did not participate but Anju did, Anju wi ll speak. If neither of them is present, the character who defeated the enemy will speak.

Recommended Level 30

Battleship Lavendel

TOWN DUNGEON

Synopsis: Battleship Lavender ~ Chitose's Atrocities

Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	○	—	—

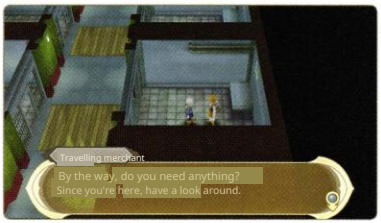
Story Flowchart

Skits P.366 Sub-event p.267

START

Escape	Ilia / Spada / Anju / Ricardo / El Mana / Qqyu / Conway

After reuniting with your allies, if you win the batt le that occurs, stop by the general store on MAP 1. L ater on, the Chitose you fight will use attacks that inf lict paralysis, so if you don't have "Para-Lai Charm" or "Para-Lai Bottle," it's a good idea to buy them here. Also, Sub-event 059, which occurs from the second playthrough onward, has a short trigger window. Be sure to trigger it when you go to MAP 6.



1 BATTLE 1 After talking with Koda, assault the cult ▶P.190

Defeat the soldiers and 3 cult mages

Spada, Ricardo, Conway,

Skits	Battleship and Kyukyu / Is That a Thief? / Kyukyu's Techniques
Title	Spada "Weird Hat" (P.074) / Kyukyu "The Hugger" (P.107)
Join	Ilia/Spada/Ange/Ricardo/El Mana/Kuhyuku/Conway (before battle)

2 GIMMICK Solve the gimmick to proceed ▶P.191

Sub Event Second Playthrough 059 Shinjer Five ③

3 BATTLE Enter MAP7 and defeat the Cult Assault Troops ▶P.193

4 Obtain the "Stern Key" ▶P.193

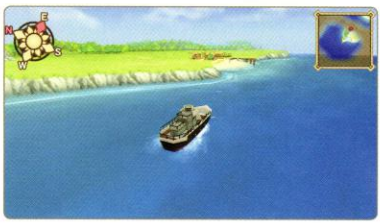
Item: Stern Key The "Ste rn Key" is lying where th e enemy you fought in ste p 3 was located. You canno t proceed without this, so be sure to pick it up.

5 Open the hatch on MAP6 using the "Stern Key" ▶P.192

6 BOSS Enter MAP2, defeat two Troupe Guard s (Chitose (2)); after defeating them yo u will automatically move to the field (at sea). After that, go to the southern country Garbos. ▶P.190

060 Locksmith Kyukyu ①/061 The Great Street Phantom Thief ②/062 Dressed-up Elmdna/03 Factory Tour: Regnum Chapter/ Second Playthrough 064 Chitosepha Sub Event Club ②/065 Soulmate/066 Righteous Hero/067 Obtaining Kuro/ Second Playthrough 068 Chitose Sefa Club ③/069 Quiz Boy Intermediate/ 070 Chitose and the Little Bird ②/071 Yamato Nadeshiko

After defeating Chitose, you can freely sail the world map using the ship seized from Ravender. With a ship, you can also return to places like the Holy City Naos. Also, at this point many sub-event s that grant titles become available. You may wan t to travel around and clear sub-events before he ading to your next destination, the southern cou ntry Galpos.



Continued on P.194

Enemy List

Argent Gunner P.306 ▸

HP 992 Steel Body —

Attributes Fire Water Earth Wind Thunder Light Dark

Order Mage ▸P.313

HP 3181 Steel Body —

Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Order Cult Assault Soldier ▸P.314

HP 3571 Steel Body —

Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

• Mission data

Number	Enemy group	Condition	Mission reward
1	Argent Gunner ×3 / Cult Shock Trooper	Win with fewer than 55 attacks	OVL increases by 50% of its maximum value

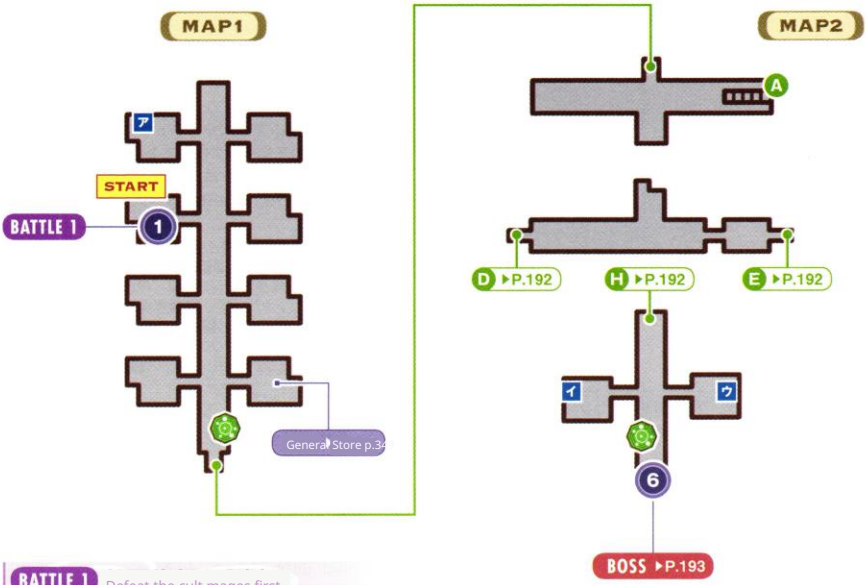
CHECK POINT

If, including allies other than the character you control, the total number of attacks reaches 56 or more, this mission will fail. If allies repeatedly use normal attacks, the attack count will rise significantly, so it is safer to change tactics to Wait, Defend or Stroke (Tekki Myjatteku) at all.

It is recommended that a single controlled character repeatedly uses high-power artes. It's even better to attack using artes that can hit multiple enemies, such as Luka's "Abs close Wall Blessing" (Zekkō Myjatteku).

Map

Battleship Lavendel



BATTLE 1 Defeat the cult mages first

Spells used by the Cult Sorcerers, such as "Ray" and "Ice Needle," are troublesome. As soon as a Cult Sorcerer begins chanting, immediately launch an attack to prevent the spell from activating. It is advisable to set allies' basic actions and priority actions to target enemies that are chanting.

Cult Sorcerer × 3 ▸P.313

LV 33 HP 3181 Steel Body —

Order Cult Assault Soldier ▸P.314

LV 33 HP 3571 Steel Body —

Obtained Item List

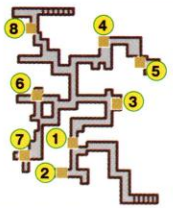
A Chest	Chamomile
Chest	Apple Gummy ×2
U Chest	Pine Gummy
National Chest	Orange Gummy ×2
Chest	Guard Shotel
Ka Chest	Squid ×3
Ki Chest	3 Shrimp
Treas	Automag
Treasure	Thunder Tooth
Treasure	Chest: Carbonara Recipe

How to Read Icons ..... Location of the chest

GIMMICK Move the wooden crates to proceed forward

In the corridor of MAP 3, many wooden boxes are placed, blocking the path. These wooden boxes can be pushed and pulled, so change their positions to open the way. Here is one example of how to move the wooden boxes.

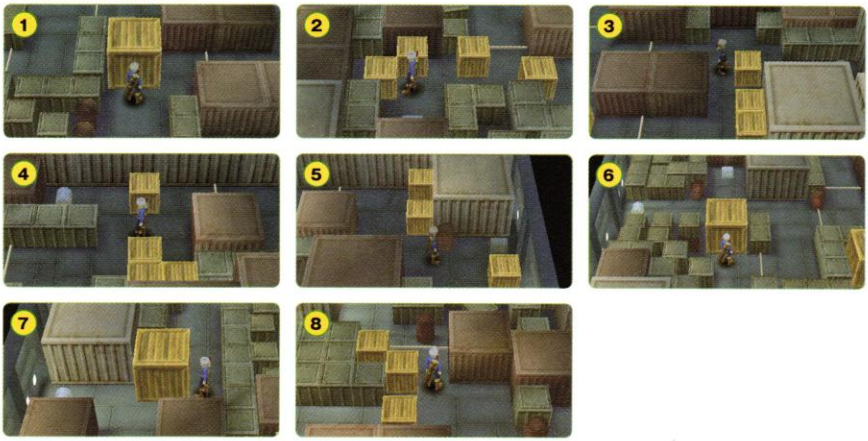
Wooden box positions (numbers correspond to the "example of how to move the wooden boxes" images)



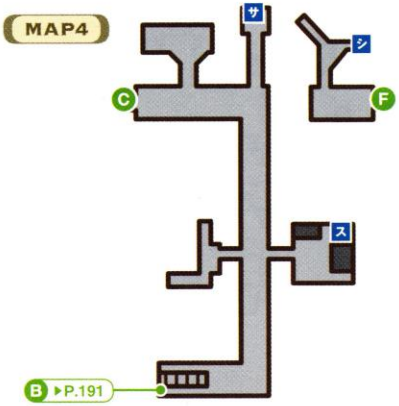
How to Read Icons ...Location where a movable wooden box exists

If you move the wooden boxes to make a path, you can also open the treasure chest located deep inside the passage.

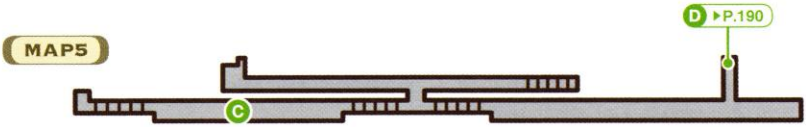
An example of how to move wooden boxes



MAP4

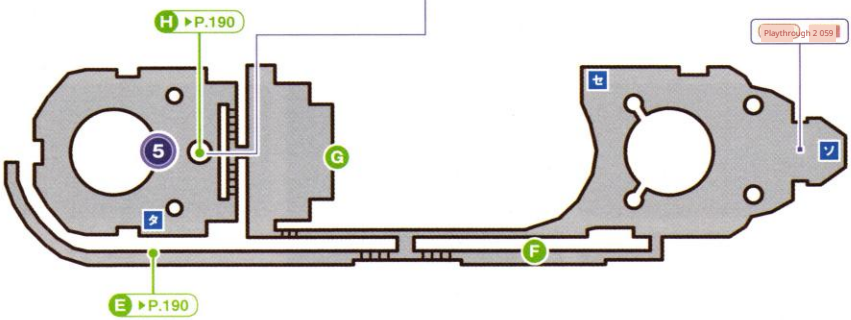


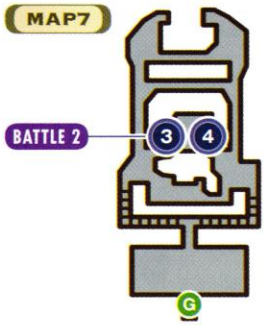
MAP5



MAP6

Near the stern of the ship there is a hatch that leads to MAP2. However, this hatch is locked, so first go to MAP7 and obtain the "Ship Stern Key".





BATTLE 2 Defeat Them Individually

The cult assault soldiers use attacks that launch you into the air. If surrounded, they can string together combos that deal heavy damage, so blindly barging in is dangerous. Wait for the enemies' positions to be spread out, then blast them one by one.

Cult assault soldier ×4 P.314

LV	33	HP	3571	Steel Body	—

Obtainable Items List

- S Treasure chest Life Bottle
- Shi treasure chest Light Circlet
- Su treasure chest Cheese ×3
- Se treasure chest Laurel
- Treasure chest Elixir
- Ta treasure chest Mixed Gummy

BOSS Stopping the activation of the technique is the top priority

Chitose attacks with powerful arts such as "Demon's Lance" and "Cross Wind." When she begins casting, immediately focus your attacks to reduce her steel body and prevent the spell from being released. If you cannot stop the casting, use Magic Guard right away. Also, when Chitose enters Overlimits, she uses her secret technique "Mortal Shadow." This is a very powerful attack, so once Chitose activates Overlimits, prioritize defense over offense until it is cancelled.

Chitose (2) P.320

LV	34	HP	42784	Steel Body	100

Attributes Fire Water Earth Wind Thunder Light Dark

Drop Sabory (Guaranteed)

Steal —

Church Guards ×2 P.314

LV	34	HP	13571	Steel Body	30

When the battle begins, first focus your attacks on the Cult Guard. Be sure to pay close attention to the spells Chitose casts while landing your combos.

If you can guard against the initiating move, the Secret Technique will not activate. During Ch to stay on guard the entire time.

Recommended Level 33

Gulpos, a Southern Country

TOWN DUNGEON

Synopsis: The southern country of Galpos

Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	○	○	—	○	300 gald

Story Flowchart

Skits P.366 Sub-events P.268 ▶

START

Skits	About Garbos / It's hot... / Anju's hug Where are the swimsuit beauties? / Studying Kyukyu A mass of desire

After this, several sub-events will occur. Pay special attention to 078 "The Scent of Romance ①." This sub-event has parts ①–⑤, and you can obtain various items such as "Piyo-Han," which halves the chance of fainting, and the "Black Onyx," which greatly raises maximum HP. Be sure to clear it.

1 Approach the fruit seller's stall ▶P.195

Skits	Anju's worries / Inn hammock 1 / Secret pleasure at the inn hammock 2 / Inn: the mystery of the small fl Inn: secret night entertainment
Sub-events:	02 The great adventurer traversing the world ①/ [073] Wonder Chef ⑦/074 General Asura/075 ② Second playthrough 077 Search for Hasta ②/078 The Scent of Romance ①

After this, you will head to the nearby Garpos Orchard. Enemies that can inflict paralysis appear in the orchard, so before departing, restock "Para-Life Bottle" at the item shop.

Also, among the skits that occur at this time, those that require staying at an inn will [illegible] never be seen after Galpos Jungle 1. You should watch them now while you can.

②1 Go to the Galpos Orchard ▶P.195

Continued on P.196

Event Battle Victory Lines vol.6

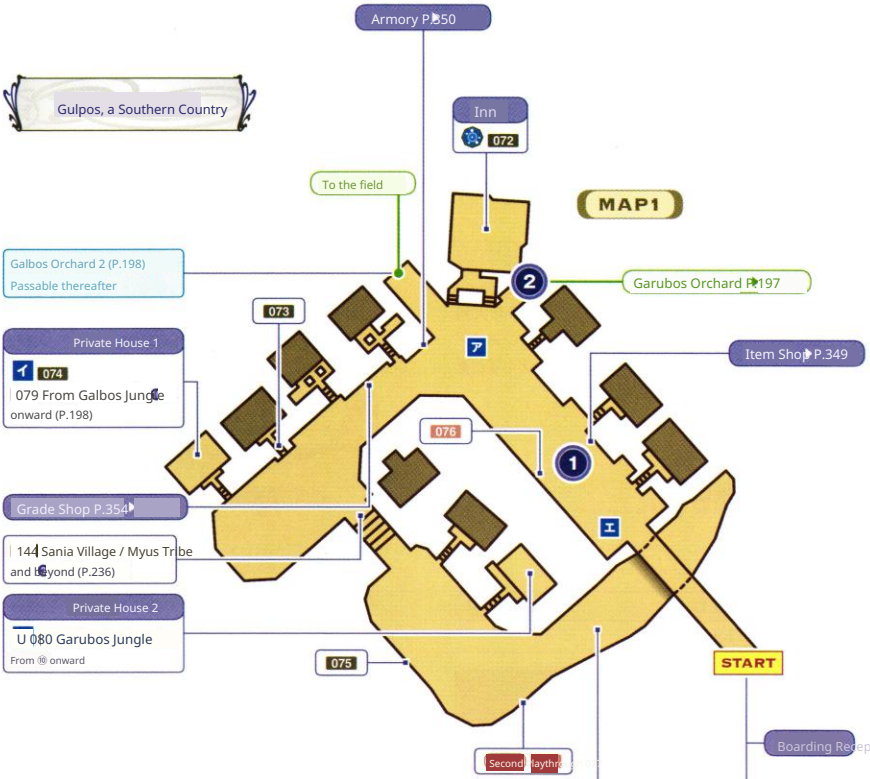
NEXT▶P.205

Battle occurrence timing: Garden Waiting for the Gods ⑤ ▶P.216

Speaker	Line
Luka	Ange.....
Ilia	I won't let anyone lay a hand on Anju!
Spada	Ange, come back!
Ricardo	Ugh... I still haven't fulfilled my contract with Ange.
Elmana	Don't get in our way!
キュキュ	Ouch... Robo, that's wasteful...
Conway	Miss Ange...…

Time of battle occurrence: Weapons Factory ⑤ ▶P.221

Speaker	Line
Ruca	Ange... why... Ange, give
Ilia	her back! How about this!
Spada	
Ricardo	Prepare yourself, Albert.
Elmana	Why are you defending him...?
Kyukyu	Why, Albert, are you protecting him...?
Conway	Good grief.....



●Obtainable Items List

- Conversation Stone Bottle (Older Sister)
- Treasure Chest Peach
- U Treasure Chest Apple
- Conversation Green Onion (Older Brother)

Recommended Level 33

Gulpos Orchard

Synopsis	In the southern country of Garpus				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	—	—	—

TOWN DUNGEON

Story Flowchart

Skits P.307 | Sub-events ▶ —

START

Skits: Ilia's Headache / Body of Happiness / Wants to Change Clothes

Title: Ermana "Like a Dog" (P.098)

The enemies that appear in the Garpus Orchard are all characterized by a weakness to fire. Attacking with Luka's "Dragon-Slaying Flash" or "Fireball", Conway's "Fearful Flare", and similar fire-based skills will give you an advantage in battle.

① Proceed a little further on MAP ▶P.197

② Advance to the back of MA ▶P.197

Skit: The Dogman's Doing

If you go to the back of the orchard, you meet Cyan. However, Cyan runs away, so it does not lead to battle. Go outside and chase after them.

③ After entering the field, head to the Garpus Jungle ▶P.197

When you enter the field, go straight upward toward the Garpus Jungle. Note that the southern country of Garpus is located right next to the orchard, so if you want to resupply items, it's a good idea to return there once.

Continued on P.198

Enemy List

Venom Insect ☒P.309

HP 2292 Steel Body —

Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

▲ If hit by "Paralyze Gel", you will become paralyzed. Equip the attacker with the "Paralyze Charm".

Flower Pattern ▶P.325

HP 3209 Steel Body —

Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

▲ Uses "Heal" to restore the enemy's HP. Prioritize defeating it first so the battle does not drag on.

Orange Glove ▶P.311

HP 6417 Steel Body 20

Attributes: Fire Water Earth Wind Thunder Light Dark

• Mission data

Number	Enemy group	Condition	Mission Reward
1	Venom Insect / Orange Glove ×3	Knock the enemy down 3 times	Experience gained is doubled

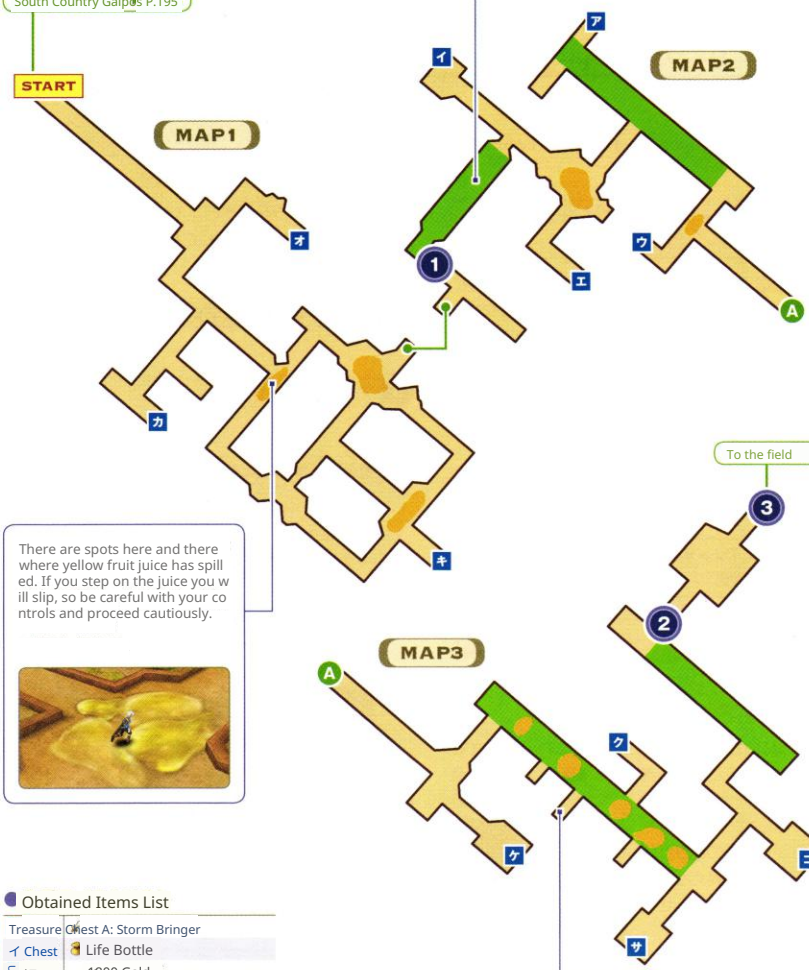
CHECK POINT

To complete the mission, you need to use Artes that have a downing effect. Luca's "Crush Assault Sword", Spada's "Tiger Fang Combo", Qiqiu's "Aerial Dash" and "Dual Impact", and other Artes have effects that can knock enemies down. Use them to fight. However, if you want to knock the Orange Glove down, reduce its Steel Body to 0 before hitting it with these techniques. If any Steel Body remains, no matter how many attacks you land, it will not be knocked down.

Gulpos Orchard

Large fruits roll down the orchard slope, and if they hit you you will take damage. The damage is small, but try to avoid them as much as possible when passing through.

South Country Galpos P.195



There are spots here and there where yellow fruit juice has spilled. If you step on the juice you will slip, so be careful with your controls and proceed cautiously.

The fruits rolling down this slope are truly huge. Hide in several side paths and climb the slope little by little.

Obtained Items List

Treasure Chest A: Storm Bringer		
イ Chest	Life Bottle	
Treasure Chest	1800 Gald	Upper
Treasure Chest	Chocolate ×2	
Treasure Chest	Catalysis Bottle	
Treasure Chest	Verbena	
キ Treasure Chest	Catalysis Check	
Treasure Chest	Lavender	
ケ Treasure Chest	Beef Stew Recipe	
コ Treasure Chest	Lemon Gummy	
Treasure Chest	Banana ×3	

How to Read Icons: ·····A corridor where fruits roll ·····A place where fruit juice is spilled

Recommended Level 35

Galpos Jungle

Synopsis	Garupos Jungle 1 ~ Ricardo's Betrayal 2

Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	—	—	—

TOWN DUNGEON

Story Flowchart

Skits P.307 Sub-event p.269

START

Skit: Anju's Principle / Speckled Mushroom

1 On MAP1, use "Sorcerer Ring" to burn the mushrooms ▶P.199

Enemies appearing in the Galpos Jungle are often strong against Earth attributes and weak to Wind. Fight using Ilia's "Cross Wind" and Spada's "Senkuureppa" (Sky-Splitting Slash). Also, the Flower Pattern that appears in the Galpos Orchard uses "Cross Wind," so you can have Conway learn it.

2 On MAP3, examine the tree and send it down the river to make a

3 On MAP4, use the "Sorcerer Ring" to burn the mushrooms ▶P.200

4 Approach Old Man Pow ▶P.200

Skits: He was a strange old man / Dog Man → Cyan / Ideal self

You can see something shining inside Old Man Pow's tent, but you cannot take it now. It will be needed to clear 146 "Heritage of the Celestial Realm" (Elmana arc) (P.277), so (available) from Sania Village / Mews Tribe Village after point 3

170 Heritage of the Celestial Realm (P.280) caused

If so, visit here again.

5 At MAP 7, use the "Sorcerer Ring" to burn the mushrooms ▶P.201

6 Approach the place of memory ▶P.201

Skit: About the region's beliefs / Am I, like, important?

Title: Ermana "Revered One" (P.098)

7 BOSS Touch the Memory Site and defeat Cyan (2), Kel (2), and Vero (2) ▶P.201

Skits: Cerberus' Solitude / The Sorrowful Reincarnate

Defeating Cyan and the others will level up your Style. Make sure to learn new abilities.

8 Approach the entrance/exit of MAP1 ▶P.199

9 Exit to the field ▶P.199

10 Enter the southern country G ▶P.201

Skits: Is it not heavy? / Is Kyukyu worried? Inn Oriphiel and Cerberus

Sub-events: 079 Tropical Food / 080 The Dessert I Thought Of / 081 Scent of Romance ②

If you progress to the next step, you will not be able to return to Galpos for a while. Make sure to see all the sub-events and skits that occur at this stage.

11 When approaching the port, you will automatically be transported to Grigori Village ▶P.201

Skits: New Game+ Conway's Knowledge

Title: Ricardo "Traitor" (P.090)

Escape: Ricardo

P.202 continued

Enemy List

Earth Draco ▸P.306
HP 2787 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light Dark

Garubo Giant Lizard ▸P.312
HP 4255 Steel Body —
Attributes Fire Water Earth Wind Thunder Light Da

Tosageko ▸P.321
HP 4766 Bronze Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, D

Naga ▸P.322
HP 3377 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light

Cockatrice ▸P.316
HP 4041 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light

Swindler ▸P.318
HP 16884 Steel Body 100
Attributes: Fire Water Earth Wind Lightning Light Dar

Rock Tortoise ▸P.332
HP 3860 Steel Body 60
Attributes: Fire, Water, Earth, Wind, Thunder, Light

▲If hit by "Stone Smog" you will becom e petrified. This does not recover natur ally, so cure it with "Recover" or an item.

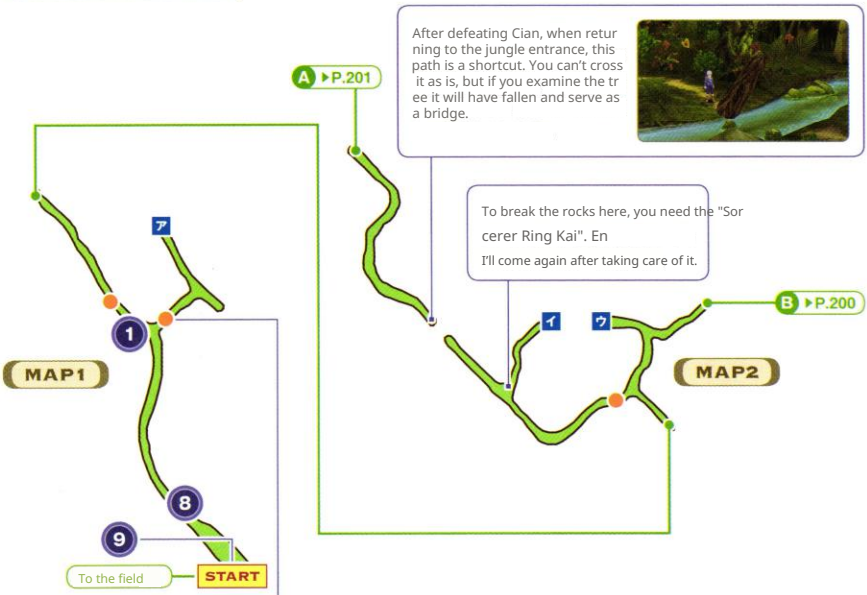
▲It is disguised as a treasure chest and will pounce when you try to open it. Wh en defeated, it drops items just like a normal treasure chest.

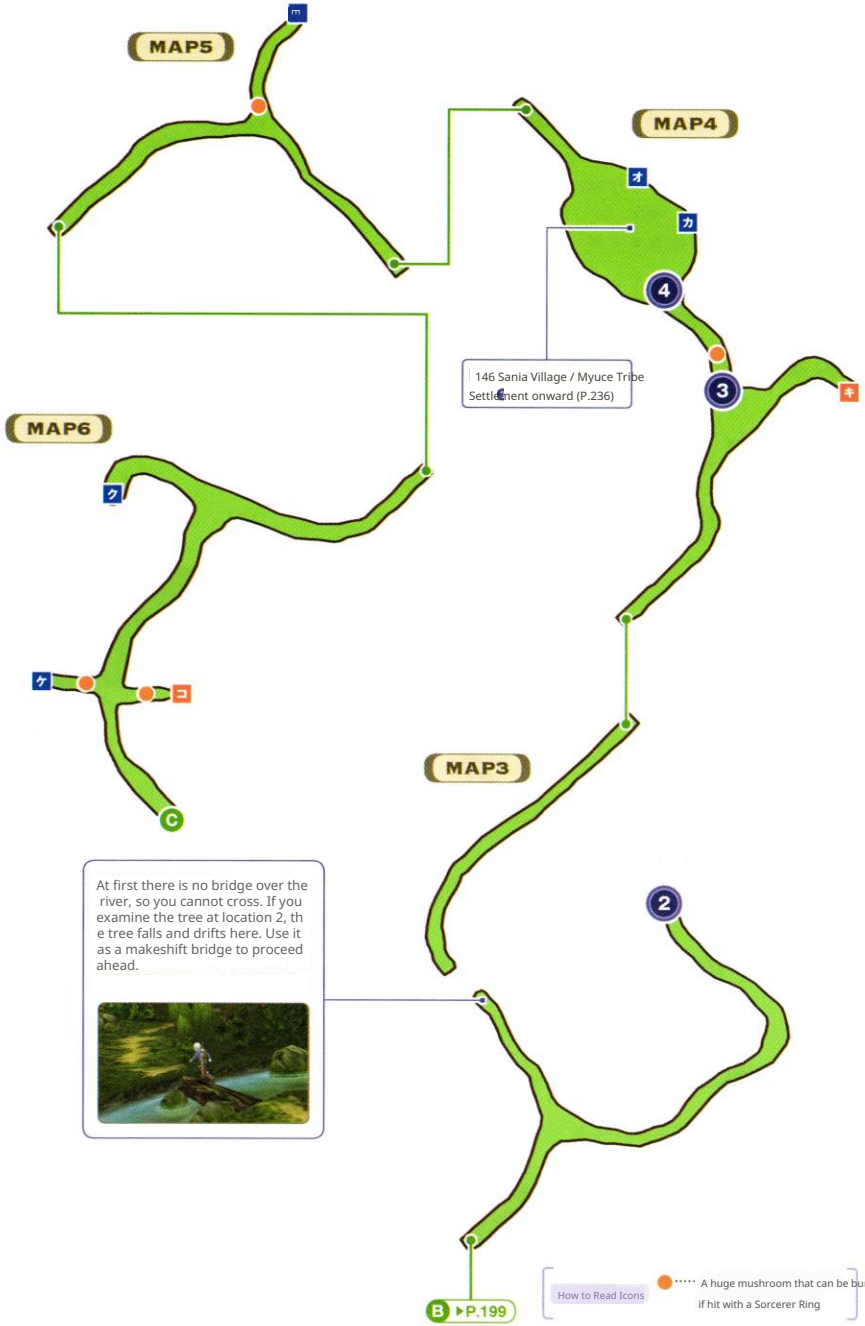
• Mission data

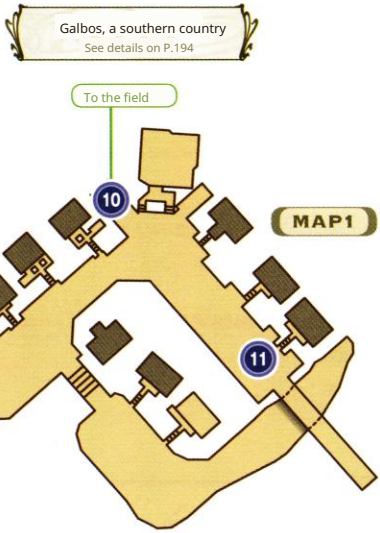
Number	Enemy group	Condition	Mission reward
1	Cockatrice ×2, Naga ×2	Perform Guard Counter twice	Recovers TP equal to 70% of the maximum
2	Tosageko / Earth Draco ×2 / Cockatrice	Defeat one enemy with a Mystic/Secondarte	Obtain the "Ruby"

Map

Galpos Jungle


A ▸P.201
After defeating Cian, when retur ning to the jungle entrance, this path is a shortcut. You can't cross it as is, but if you examine the tr ee it will have fallen and serve as a bridge.
To break the rocks here, you need the "Sor cerer Ring Kai". En
I'll come again after taking care of it.
B ▸P.200
MAP1
MAP2
1
7
8
9
To the field
START
The giant mushroom blocking the path can be burned by shining th e light of the "Sorcerer Ring" on it. Giant mushroom
There are also places ahead where there are treasure chests.
So, don't miss it.
●Obtainable Items List
Treasure chest Lightning Blade
Treasure chest Eclipse Circle
Treasure chest Stone Bottle ×2
How to Read Icons
····· A huge mushroom that can be burned if hit with a Sorcerer Ring


MAP5
MAP4
MAP6
MAP3
146 Sania Village / Myuce Tribe Settlement onward (P.236)
At first there is no bridge over the river, so you cannot cross. If you examine the tree at location 2, th e tree falls and drifts here. Use it as a makeshift bridge to proceed ahead.
B ▸P.199
How to Read Icons
A huge mushroom that can be burned if hit with a Sorcerer Ring



Obtained Items List

Treasure Chest: Zephyros	
Treasure Chest: Stone Charm	
Public Treasure Chest	220 Gald
Ki Chest	Arnas Line
7 Treasure Chests	Life Bottle ×2
Treasure Chest	Recipe: Curry Pot
Treasure Chest: Dice	

BOSS: Isolate Cyan and Focus Your Attacks

Kell and Vero behave the same as in the previous encounter, but Cyan has become more formidable, using new artes like "Wild Rush" and a Mystic Arte. Early on, as before, focus on Kell and Vero to reduce the number of enemies. Once Cyan is alone, have everyone concentrate their attacks to prevent him from counterattacking. Also, if Cyan uses Overlimit, switch immediately to a defense-focused strategy. Keep your remaining HP high so you can survive even if he uses a Mystic Arte.

Even while fighting Kel and Belo, Cyan attacks fiercely. Recover early.

Cyan (2) ▸P.317

LV 37 HP 57130 — Steel Body 100

Attributes — Fire Water Earth Wind — Thunder Light Enma

Fall: Verbena (fixed)

Steal: —

Kell (2) ▸P.316

LV 37 HP 25708 — Steel Body 20

Attributes: Fire Water Earth Wind Thunder Light Tower

Fall: —

Steal: —

Belo (2) ▸P.326

LV 37 HP 25708 Steel Body 20

Attributes: Fire, Water, Earth, Wind, Thunder, Light, 闇

Fall: —

Thief: —

Recommended Level: 37

Grigori Village / Ship Deck

TOWN DUNGEON

Summary	Ricardo's Betrayal 3 ~ Gurdle's Pursuit 1				
Facility (Grigori Village)	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	○	—	—

*1: There are no facilities on the ship's deck.

Story Flowchart

Skit p.307 Sub-event p.269

START

Skits	Is that Matias...? / Ricardo... that bastard! ／ Ricardo... I wonder what happened to him... / I can't stand being imprisoned! / Let's talk to Grigori
Sub-events	02 The Great Adventurer Who Travels the World 2/083 A Good Person?

① Talk to the three Grigori soldiers located around the village P.202

Skit How did the surface-dwellers view you?

2 When you talk to Ricardo, you will automatically be moved to the

Title	Luca "The Forgiven Boy" (P.058)
Escape	Ilia/Spada/Anju/Ermana/ Kyukyu/Conwey

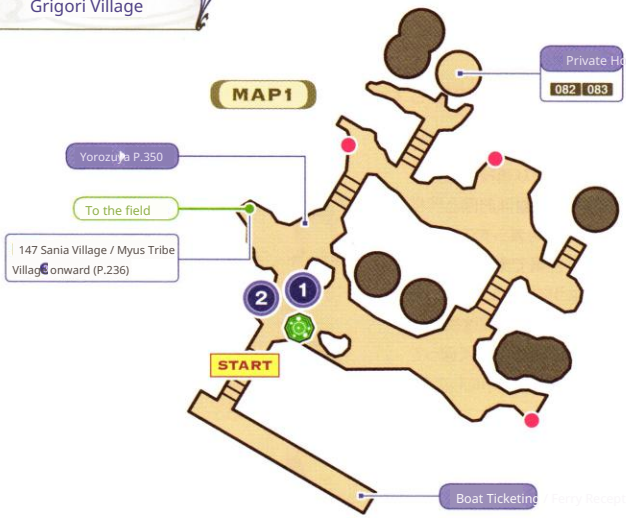
3 BOSS 1~2 After talking with everyone, defeat two Girdles (2) Then, defeat Gigantes Z and you will be automatically moved to the commercial city of Mamute. P.203

Title	Ilia "Enjoy Girl" (P.066) / Spada "Cares for Companions" (P.074) / Anju "Cunning Woman" (P.082) / Ricardo "Brother-Loving" (P.090) Erm／ana "Luca's Guardian" (P.098) / Kyukyu "One Who Sees the World" (P.107) / Conwey "Witness" (P.114)
Join	Ilia/Spada/Anju/Ermana/ Kyukyu/Conwey (before battle)

Continued on P.204

Map

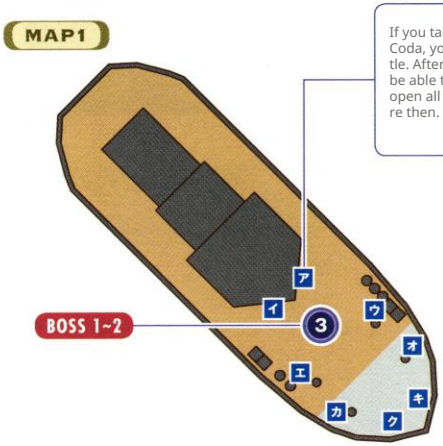
Grigori Village



How to Read Icons ● ····· ❶ Location of the Grigori soldier you need to speak to

Map

Ship Deck



If you talk to every ally including Coda, you will enter the boss battle. After that, you will no longer be able to return to the ship, so open all the treasure chests before then.

●Obtainable Items List

Treasure chest: Lemon Gummy	
イ Treasure chest	Gumi
ウ Treasure Chest	Specific
エ Treasure Chest	Life Bottle ×2
オ Treasure Chest	Treat
Ka Treasure Chest	Absolutely
Kiki Treasure Chest	Chest
Ku Treasure Chest	Robe

BOSS 1 Do not be misled by Gardle's warp movement

Unlike when you fought it before, Gardle now warps during battle. It may suddenly disappear while you are attacking and retaliate from a distance with powerful attacks like "Starknight." To fight safely, when Gardle warps you should momentarily stop attacking and take a guarding stance. Observe carefully where Gardle relocates and what actions it takes afterward, then switch to counterattacking.

Gardle (2) ▸P.312

LV 38 HP 81024 Bronze Body 100

Attributes: Fire Water Earth Wind 雷 Light Dark

Drop: Miracle Gummy (Guaranteed)

Steal —

When the steel body reaches 0 it will stop warping. At that point, unleash a rapid combo together with your allies.

BOSS 2 Beware of the machine gun's area attacks

Compared to the Gigantes you fought before, it has been equipped with additional weapons such as machine guns and grenade launchers. What is especially troublesome is the machine gun attack fired while the unit rotates. Because the machine gun can hit all allies, the entire Gigantes ZP.313

Use healing abilities like "Nurse" to recover quickly. Also, "Destroy Bomb" and "Flare Grenade" will not hit if you are in direct contact. When attacking from the front line, be sure to actively close the distance and fight.

LV 39 HP 31104 Steel Body 90

Attributes Fire Water Earth Wind Thunder Light Palace

Drop Savory (Guaranteed)

Steal —

Once Overlimits is activated, it becomes uncontrollable. Protect your body and endure.

Recommended Level 38

Commercial City Mamout

TOWN DUNGEON

Summary: Gurdle's Pursuit 2

Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	○	○	—	○	400 Gald

Story Flowchart

Skits p.368 Sub-events p.269

START

Skits	Grigori and Gurdle / About what lies ahead / Fallen Try comforting Ricardo / Who is Oswald? 2/ Mammoth accent / The Inn Hypnos's Wish / Inn Merchant Town Morning / Inn The Morning Market, a Battlefield in Name only Tonight's Dinner / Inn That White Coat?
Sub-event: The Great Adventurer Who Covers the World 13	084 The Scent of Romance ③ / 085 Locksmith Kyu +12. 086 Daughter Who Cares for Her Father ① / 087 Bad Cooking ① / 088 An Unreliable Knight / 【089】 090 Shopping Valuables / 091 Suspicious Merchant ① / 092 Wonder Chef ⑧ / 093 School Uniform / 094 Lottery Stall

① After going out to the field, go to the Remres Marsh ▶ p.204

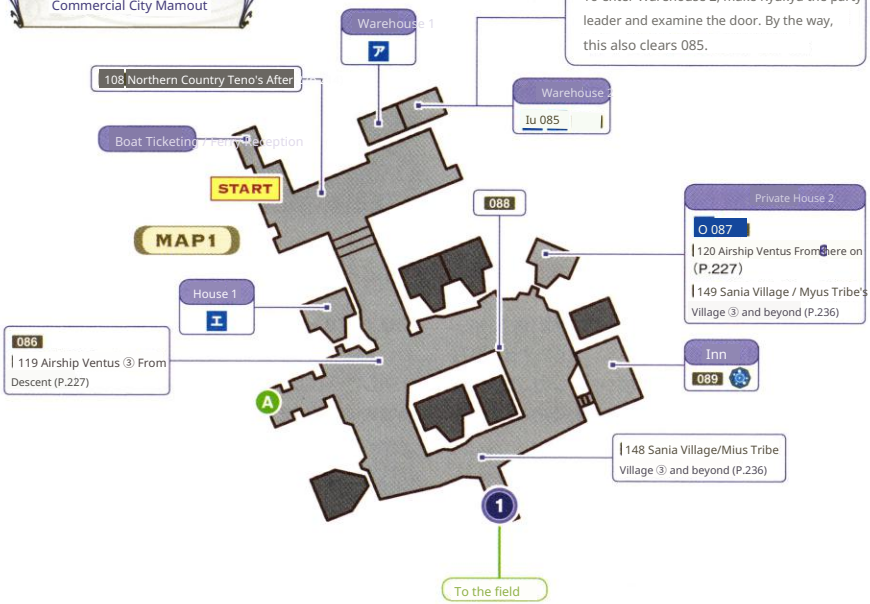
Skits: Ilia's Seriousness

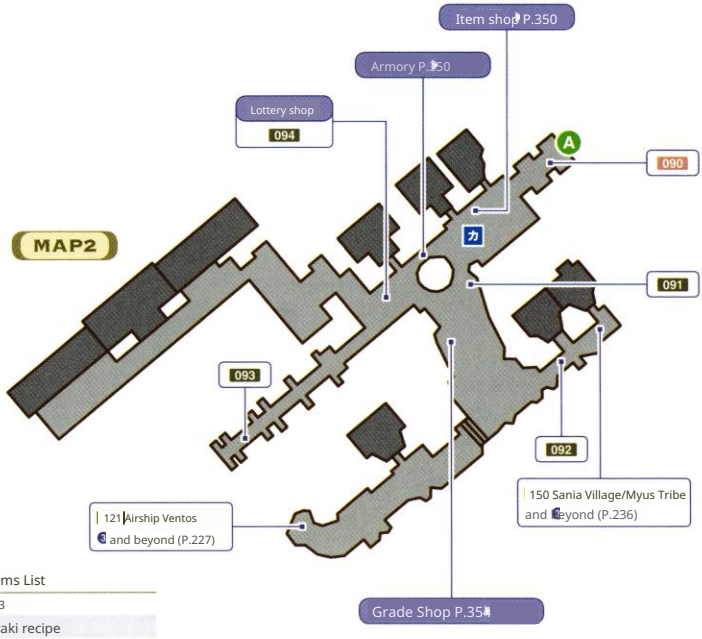
Prepare for your next visit to the Remres Marsh by buying a "Fear Bottle" at the item shop to cure the fear status. If you have spare Gald, it's also good to buy a few "Fear Charms" accessories that prevent fear.

Continued on P.206

Map

Commercial City Mamout





●Obtainable Items List

A Treasure Chest	Rice ×3
イ Chest	Sukiyaki recipe
Chest C	Fear check
エ Treasure Chest	Pork ×2
オ Treasure Chest	Bread ×2
Ka Conversation	Fear Bottle (Aunt)

Event Victory Lines Collection vol.7

Timing of battle occurrence: Dawn ② ▶P.245

Speaker	Line
Luka	Goodbye.....
Ilia	You're so annoyingly persistent!
Spada	I'll blow you away as many times as it takes!
Anju	We probably won't meet again.
Ricardo	Poor thing.
Elmana	I never want to see you again.
キュキュ	Fluttering—you're in the way.
Conway	The demon-spear assassin lies prostrate... is that so?

Timing of battle occurrence: Dawn ④ ▶P.245

Speaker	Line
Luka	I won't hand over the power of creation.
Ilia	Your wicked deeds end here!
Spada	You calling yourself a ruler? That's laughable.
Anju	How could you even think of replacing God...
Ricardo	The crime of desecrating my elder brother's death is grave!
Elmana	It's time to stop dreaming
キュキュ	Robo, atone for your sins!
Conway	It was a fleeting dream, wasn't it

Battle Occurrence Period: Tower of Dawn ⑥ (Matias) ▶P.245

Speaker	Line
Luka	This is our bond!
Ilia	How is it? Our strength!
Spada	No matter what happens, we won't lose.
Anju	It's the victory of caring for one another.
Ricardo	You could never possibly understand bonds, could you?
Elmana	I answered everyone's feelings.
Kyukyu	The heart that cares for comrades — that is strength!
Conway	Even despair is powerless before the pure bonds.

Battle Occurrence Period Dawn Tower ⑥ (The Conqueror Bearing Despair) ▶P.245

Speaker	Line
Ruga	Matthias! This is as far as you go!
Ilia	I won't let you have your way any longer!
Spada	Let's finish this.
Anju	This ends now
Ricardo	You have lost
Ermana	I won't let you destroy the world!
キュキュ	Surrender!
Conway	Now, it's time to lower the curtain

Recommended Level 40

Remrace Marsh / Supply Base Taut

TOWN DUNGEON

Summary: Captured Soul 1 ~ Captured Soul 3

Facility (Supply Base Tote*1)	Item Shop	Armor Shop	General Store	Grocery Shop	Inn
	○	○	—	—	800 Gald

*1: There are no facilities in Remlance Marsh.

Story Flowchart

Skits p.368 Sub Event P.271

START

In battles in Remlance Marsh, characters are prone to the Fear status. When afflicted with Fear, attacking and healing become difficult, so change allied tactics so they can immediately recover using \"Fear Bottle\" or \"Recover.\"

1 BATTLE Advance slightly upward and defeat Zombie ×3 P.2

Skits	07 About Remlance Marsh / Moving Corpses / If bitten by a corpse... / Blah blah blah

2 BOSS From MAP 8, advance slightly upward to Mad Undead Zombie Returner ×2 Defeat (P.210)

Skits	Census and Ratio/Anju, in thought/sometimes grim-reaper-like
Title	Anju "Bearer" (P.082)

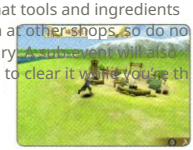
3 Go out to the field ▸P.210

Skits	About the battle situation / War with Kyukyu 1 / War with Kyukyu 2 / Shaking Anju [Supply base Torte, etc.]

4 Enter the supply base Toth ▸P.210

Skits	An anxious night
	095 Adventurer Traveling the World 14 096 S ub-event Suspicious Merchant ②/ 097 Stone-collecting Master / 098 Wonder Chef ⑨/ 099 Medic
Title	Ermana "Problem Child" (P.098)

After passing through the Lemres Marsh, you will head toward the northern battlefield. However, because the northern battlefield is far from the Lemres Marsh, first stop by the nearby supply base Toth. There you can purchase weapons and equipment. Note, though, that tools and ingredients are more expensive than at other shops, so do not buy more than necessary. A battle will also occur, so it's a good idea to clear it while you're there.



5 After heading out into the field, go to the northern battlefield ▸P.210

Continued on P.211

Enemy list (Remres Marsh)

Zombie ▸P.319
HP 7323 Iron Body —
Attributes Fire Water Earth Wind Thunder Light

Hellhound ▸P.326
HP 3978 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light Dark

Maggot ▸P.327
HP 8535 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light

Death Raven ▸P.320
HP 4127 Steel Body —
Attributes Fire Water Earth Wind Thunder Light

Bonehead ▸P.326
HP 1808 Steel Body 20
Attributes Fire Water Earth Wind Thunder Light Dark

▲ Scatters "Fear Powder" and inflicts Fear on surrounding allies. Prioritize defeating it as soon as it appears.

• Mission data

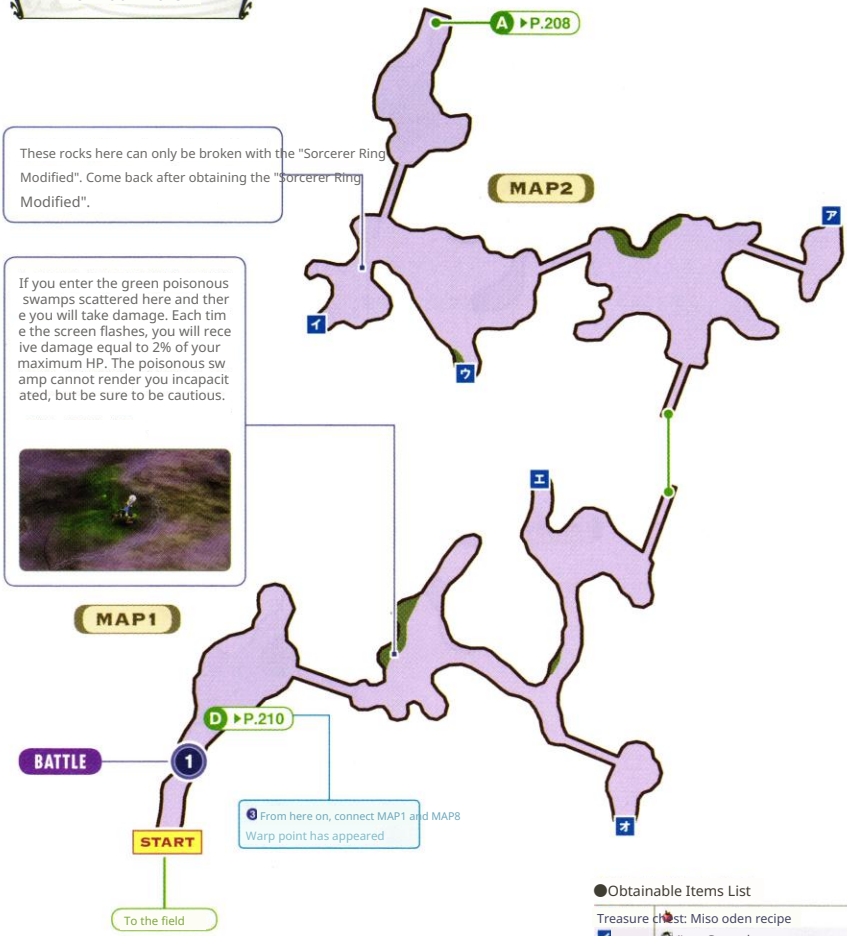
Number	Enemy group	Condition	Mission reward
1	Hellhound / Maggot ×2 / Bone Head	Do not use items	Recovers an amount equal to 40% of its maximum
2	Zombie / Death Raven ×2 / Bone Head	Only the controllable character(s) are allowed to use skills/techniques	Obtained "Black Ribbon"

CHECK POINT

1 This can be achieved as long as items are not used. If allies are set to use items in their priority actions, change the priority actions. Move the healer who can use "Recover" to the rear of the formation so they do not become afflicted by status conditions.

That way, even if items cannot be used, it should not be a major concern. To achieve 2, have only your controlled character fight using only normal attacks. Alternatively, you can set the entire party to "Auto" and let them fight.

Remrath Marsh


A ▸P.208
MAP2
These rocks here can only be broken with the "Sorcerer Ring Modified". Come back after obtaining the "Sorcerer Ring Modified".
If you enter the green poisonous swamps scattered here and there you will take damage. Each time the screen flashes, you will receive damage equal to 2% of your maximum HP. The poisonous swamp cannot render you incapacitated, but be sure to be cautious.
MAP1
D ▸P.210
BATTLE
1
START
To the field
3 From here on, connect MAP1 and MAP8 Warp point has appeared
ア
イ
ウ
エ
オ

[How to read the icons] ■ .....Poisonous Swamp

●Obtainable Items List

Treasure chest: Miso oden recipe	
Treasure chest	Crusader
Treasure chest	Panacea Bottle ×2
National Treasure Guide	Dark Guide
Treasure chest	Fear Charm

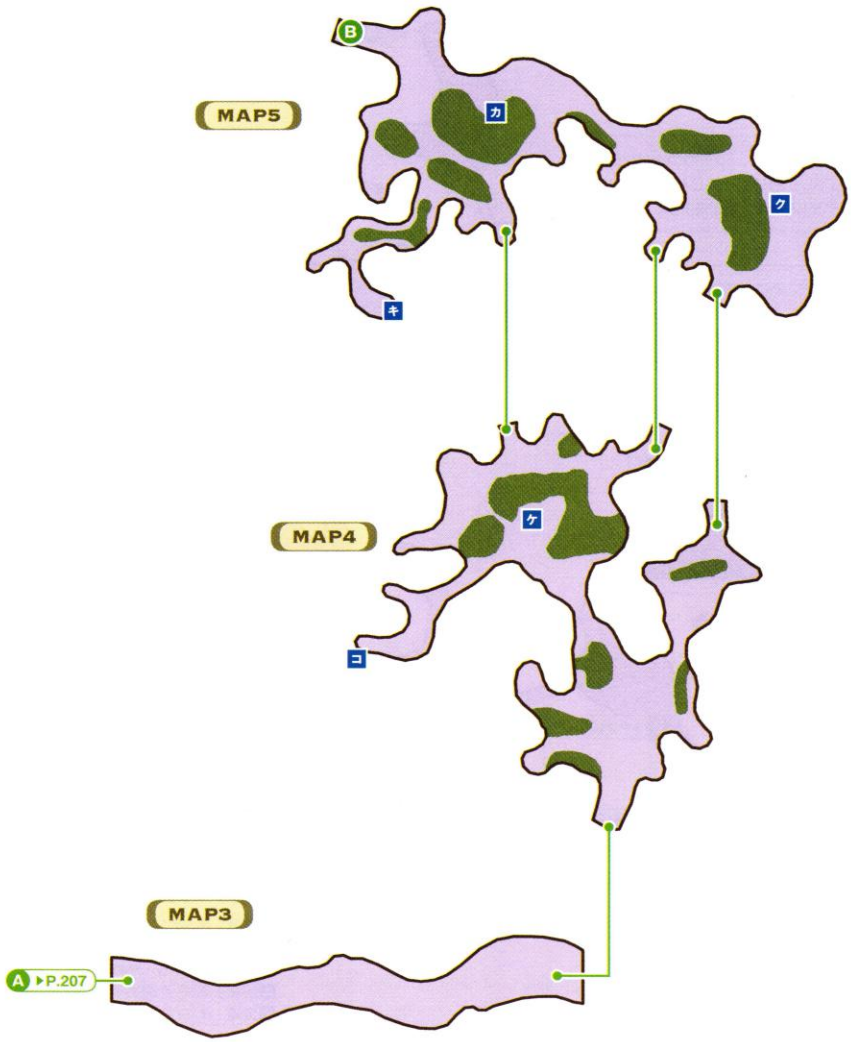
BATTLE Recover immediately after receiving a rage attack

The zombies move slowly, so while free-running around, target times when the enemies are spread out and attack; you can fight relatively safely. However, be careful as being hit by a rage attack will cause a frightened state. Recover immediately. Zombie ×3

▸P.319

LV	41	HP	7323	Steel Body —

If there is time, coordinate with the rage attack and try to land a guard counter. Try to follow up with a starter.

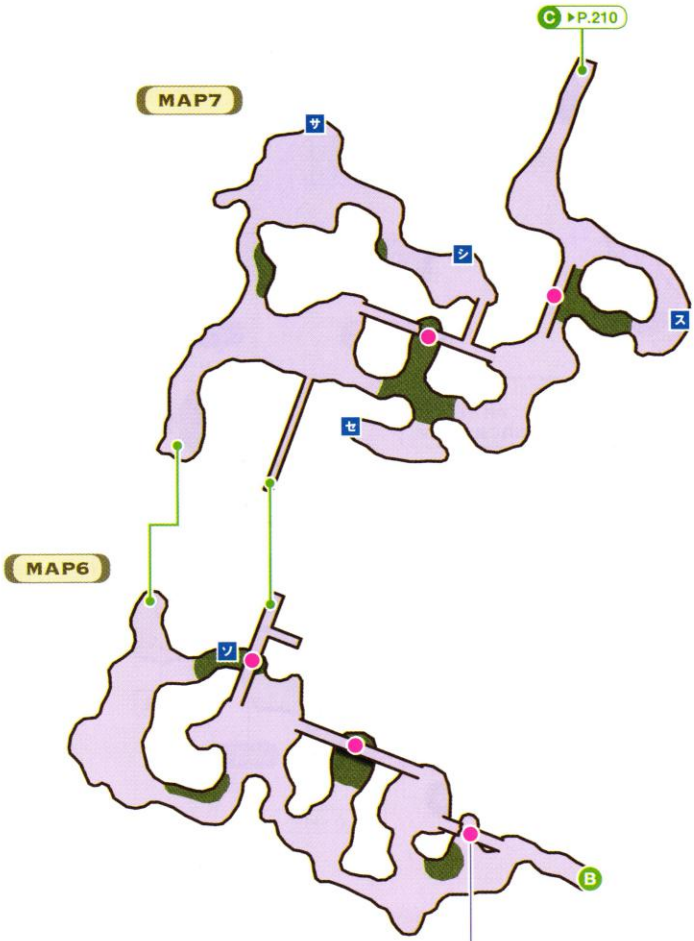


●Obtainable Items List

Treasure chest (Ka) Miracle Gummy	
Ki Chest	Amethyst
Treasure chest	2900 gald
Ke treasure chest	Pespolos
Ni treasure chest	Beef ×3
Sa treasure chest	Specific
Shi treasure chest	3300 gald
Su treasure chest	Pine Gumi
Treasure chest	Treat
Treasure chest	Saffron

How to read icons | ····· Poisonous Marsh

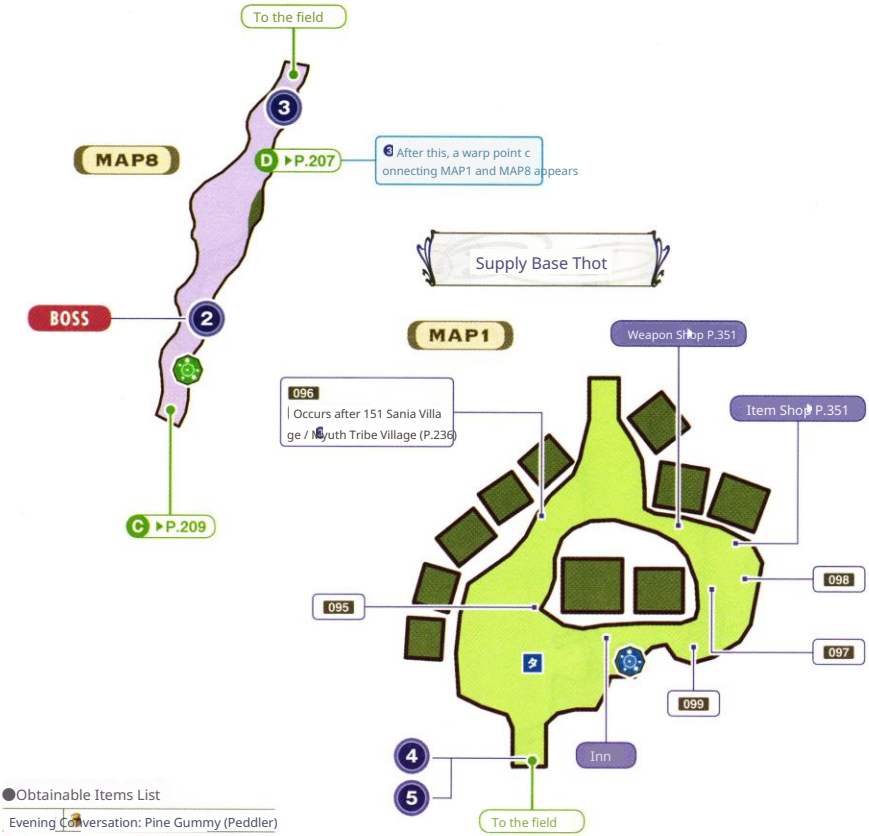
Remrace Marsh / Supply Base Taut



Run across the cracked bridge to pass through.
If you try to run across, the bridg
e will break and you'll fall down. T
o cross without breaking the brid
ge, you should walk. Move while holding the button.

How to read icons ●.....Bridge weakened in places ▮.....Poisonous swamp

Map



●Obtainable Items List

Evening Conversation: Pine Gummy (Peddler)

BOSS Have the healer focus exclusively on supporting allies

The Zombie Returner that appears simultaneously will revive shortly after being defeated. Since dealing with it directly is endless, concentrate your attacks on the Mad Undead. The Mad Undead frequently uses attacks that inflict the Fear status on us. For characters who fight in the front lines, equip the "Fear Shield" Mad Undead ▶ P.328 ...to equip it. Additionally, have the healer concentrate on restoring HP and curing status abnormalities, and change tactics so they primarily focus on defense. Doing so reduces the risk of the healer being targeted by Zombie Returners and taking heavy damage, allowing for a more stable battle.

LV 42 HP 54024 Iron Body 120

Attributes: Fire Water Earth Wind | Light Pavilion

Dropped — —

Zombie Returner ×2 ▸P.319

LV 42 HP 6323 Steel Body —

Mad Undead Simply being hit by this normal attack will cause you to fall into the Fear status.

Recommended Level 44

Northern Battlefield

TOWN | DUNGEON

Synopsis	Hast Appears Again				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	—	—	—

Story Flowchart

Skits p.369 | Sub-events ▶ —

START

Skits	El, are you tired?/About the dangers of the battlefield ／Ilia is acting strange again.../Ricardo on the battlefield

In the northern battlefield, four Gigantes R2 patrol the area. They are formidable enemies, so if you want to avoid fighting, proceed carefully to avoid being seen. However, defeating Gigantes R2 grants a large amount of experience, so if you are confident in your skills, you may choose to take them on.

1 Move to the upper left on MA ▶ P.212

Skit: Asura's Unfiliality

2 **BOSS** Proceed to the upper right of MAP 2 and defeat Hast (3) ▶ P.213

Skits	Him again... / New Game+ Conway is an enemy

This is the third Hast battle. This time he uses a Mystic Arte, making him even tougher. Make sure you are well prepared before challenging him.

3 After going out into the field, go to the northern country Tenoce ▶ P.213

Skit: About Tenoce/So cold!/Albert, is that you?

Continued on P.214

Enemy List

Gigantes R ▶ P.313
HP 10062 Steel Body 100
Attributes: Fire Water Earth Wind Lightning Light Dark

Gigantes R2 ▶ P.313
HP 20656 Steel Body 100
Attributes: Fire Water Earth Wind Thunder Light

Tenosu Shooter ▶ P.321
HP 3776 Steel Body —
Attributes: Fire Water Earth Wind Lightning Light Dark

Tenos Soldier ▶ P.321
HP 6796 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light

Regnum Shooter ▶ P.331
HP 4532 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light Dark

Regnum Soldier P.331
HP 5664 Bronze Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Mission Data

Number	Enemy group	Condition	Mission reward
—	1 Regnum Soldier / Regnum Shooter ×2	Win with only the playable character taking no damage — Gald earned will be tripled	
—	2 Gigantes R	Win within 40 seconds	Obtain the "Brute Talisman"

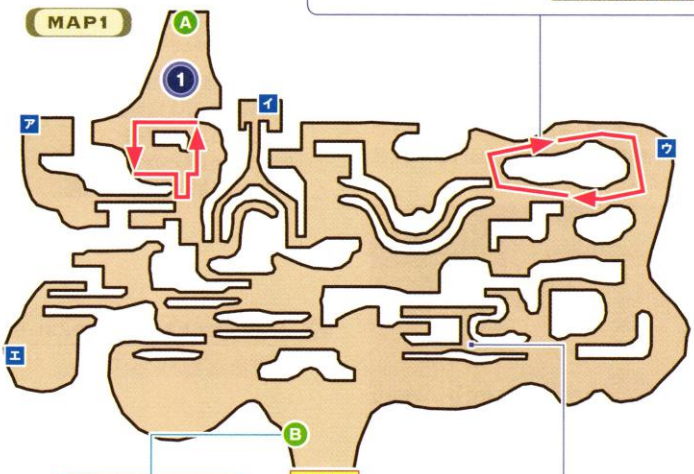
CHECK POINT

1 If you set all allies' actions to "Auto" and then win, you can reliably meet the condition. The reward for objective 2, the "Brute Talisman," increases physical defense by 10%, so you definitely want to achieve it. However, unless you focus all-out attacks on Gigantes R right from the start of the battle, it's difficult to defeat it within 40 seconds.

While restoring TP with items, use powerful artes, act under Brute Abilities that raise attack power, use a mystic arte, and employ every tactic to deal massive damage.

Northern Battlefield

Gigantes R2 patrols along a fixed route; if it enters your line of sight, you are forced into battle. To avoid the fight, follow from behind so it doesn't come into view.



After that, connect MAP1 and MAP2
Warp point has appeared

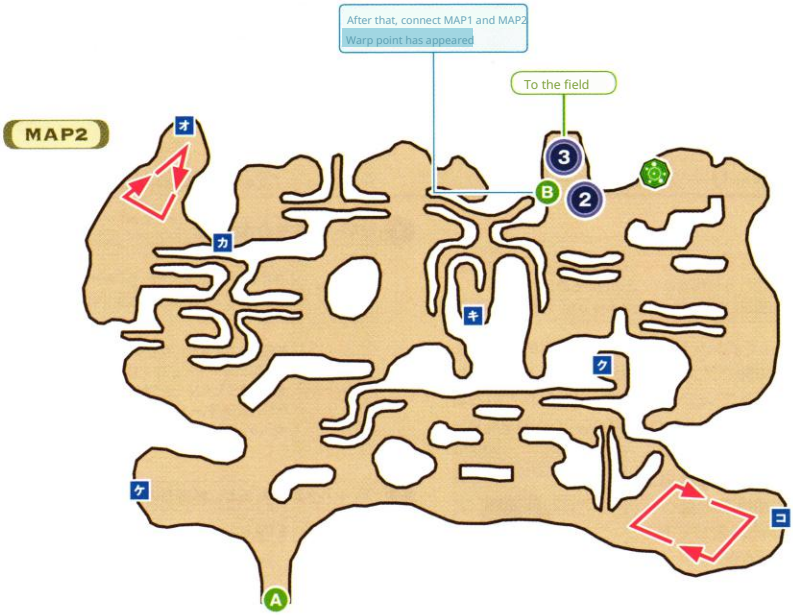
To the field

The battlefield has many long, narrow trenches dug into it, which can be used as passages. It can be hard to tell where you can pass, so advance while frequently checking the mini-map display.

●Obtainable Items List

Treasure Chest	Orange Gummies ×2
Treasure Chest	Lemon Gummy
Treasure Chest	Red Sage
Treasure Chest	High Holy Bottle
Treasure Chest	Death Grieve
Treasure Chest	Treat
Ki Chest	7,800 gald
Treasure Chest	Chamomile
Treasure Chest	Egg ×3
Treasure Chest	Gateau Chocolat Recipe

[How to read the icons ...Route patrolled by Gigantes R2



BOSS Do not be thrown off by rapid consecutive attacks

The third battle with Hasta is still threatened by his quick movements. In particular, his series of consecutive attacks that involve "Tenpa Gorai-spear" (Heaven-Shattering Thunder Spear) are very powerful, making a head-on confrontation dangerous. When you are being targeted, do not force an attack; wait for the moment when Hasta's hands stop and then strike.

Hasta (3) ▸P.324

LV 44 HP 87121 Steel Body 120

Attributes: Fire, Water, Earth, Wind Thunder, Light, Read

Drop Saffron (Guaranteed)

Steal —

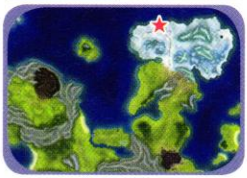
Being hit by the "Heaven-Breaking Steel Thunder Spear" causes paralysis. For characters who engage in close-range attacks, equip them with "Paraly Guard".

Characters with high physical defense can focus on guarding. Have Il and Ricardo wear down the enemy's steel body with their ranged attacks first, then move t

Recommended Level 46

North Country Tenos

TOWN DUNGEON



Synopsis	In the northern country of Tenos				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	○	○	—	○	500 Gald

Story Flowchart

Skits p.369 Sub Event P.271

START

Skits	Anju Glutton/Maybe ate too much?/Other sayings?/What is this white thing? Su
b-event Second playthrough: Find 100 Hasta ③	

When buying equipment in Tenos, keep in mind that Anju will leave at the next destination, the Garden Awaiting the Gods. If you always have Anju in the party, buy replacement members' equipment at this time. Also, west of Tenos Achillea there is a Teleport Arena. You may want to test your skills there before heading to the Garden Awaiting the Gods.

1 Proceed beyond the square on MAP1 ▶P.214

Skits	Smells fishy/Snowball fight at the inn/Kamakura at the inn 1/Kamakura at the inn 2/Inn footprints/Small kin
Sub Event	101 Great adventurer traversing the world ⑩5/102 Locksmith Kyukyu ⑨/103 Memories of a past life/ 104 Accessory Maker ①/105 Nekooru ④/106 Kind or strict?/107 Wonder Chef (10

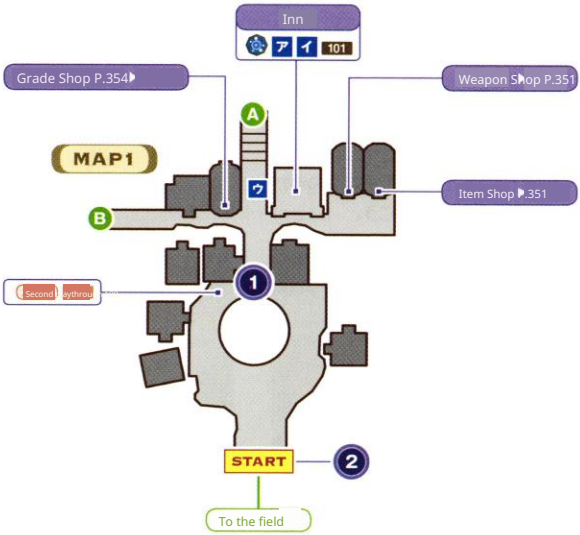
2 After going out into the field, go to the Garden Awaiting the Gods ▶P.214

Sub-event 108 Nekooru ⑤

Continued on P.216

Map

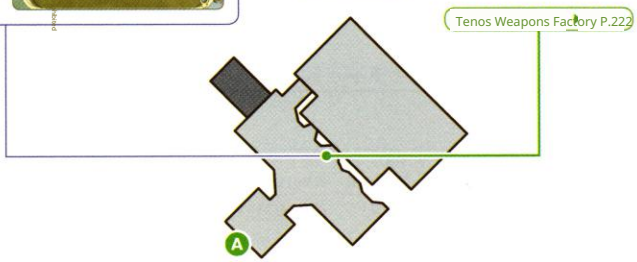
North Country Tenos



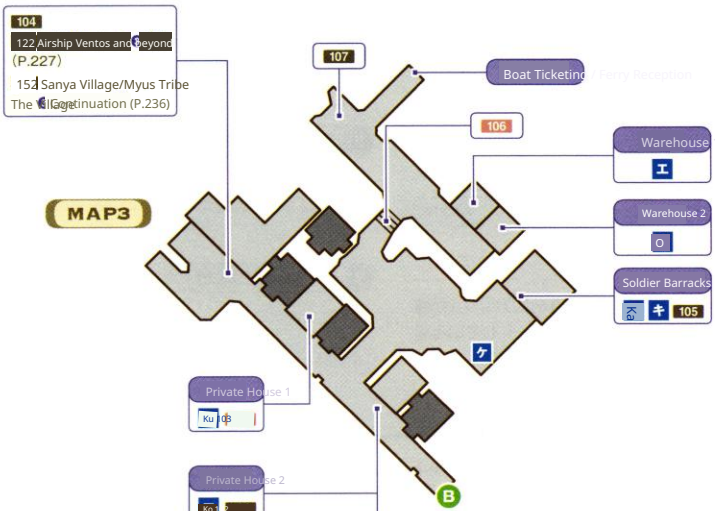
On the north side of town is the Tenos Weapo

There is an entrance, but you can not enter now. You will be able to enter here after returning to Tenos from the Garden of Waiting for the Gods.

MAP2



MAP3



The house (no. 2) is locked. If you make Kyu Kyu the party leader and examine the door, you will be able to enter. Also, this clears #102.

Obtained Items List

Conversation A	High Dark Bottle (young man)
Conversation I	Aquamarine (young woman)
U Conversation	Fur Coat (older woman)
Treasure Chest	Miracle Gummy
O Treasure Chest	Chicken x3
Ka Treasure Chest	Cherry Gummy
Ki Treasure Chest	Pineapple Gummy
Treasure Chest	Mushroom x3
Ke Conversation	Sharp Ka (older woman)
Day Treasure Chest	Coffee3

Recommended Level 46

Waiting-for-God's Garden

Synopsis	Sky Deity Himmel 1~Sky Deity Himmel 2				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	—	—	—

Story Flowchart

Skits P.370 Sub-events P.272

START

Skits	Ruins Exploration / Too Cold! / Warm Me Up / Slip and Fall 1 / Slip and Fall 2 / No Screaming
Sub-events	109 Something Is Missing / New Game+ 110 Shin Ja Five ④

The enemies appearing in this dungeon, including the boss Tenos tinger, are all weak to Fire and Light attributes. Set Luca and Con way (or similar) to use fire-attribute artes, a set Anj t-attribute artes; doing so w

1 GIMMICK Solve the gimmick on MAP2 and pro ceed forward ▶P.218

Skits: Slip and Fall 3 / Quiet Coda

2 Proceed ahead on MAP3 ▶P.219

Skit: Is Anju acting strange?

Sub-event 111 The One Who Does Not Return

In the next step, Anju will leave just before figh ting the boss. If Anju is in your main party, reorga nize your formation at this point.

3 BOSS Approach the Memory Site on MAP4 and defeat the Te nostinger ▶P.219

Skits	Oh, Anju!/What Is Albert's Objective?/Let's Follow Him
Escape	Anju (Before Battle)

Anju, who has left the party, will not return for a while. Add Ilia and Ricardo to the party and make th em the two healers. Also, after the boss fight Anju's style will grow and new abilities can be learned.

4 Go Out into the Field ▶P.217

5 Enter the northern country ▶P.220

Skits	That guy Albert... / Let's verify his true intentions / Let's go to the weapons factory

6 Go to the Tenos weapons fac ▶P.220

See P.221

Enemy List

Ice Demon ▶P.307

HP 5326 Steel Body —

Attributes: Fire Water Earth Wind Thunder Light Dark

Ice Soul ▶P.307

HP 3312 Steel Body —

Attributes: Fire Water Earth Wind Thunder Light Dark

Skeleton Warrior P.318

HP 6022 Copper Body —

Attributes Fire Water Earth Wind Thunder Light

Frost Giant P.325

HP 9830 Steel Body 60

Attributes: Fire Water Earth Wind Thunder Light Dark

▲ Repeatedly uses water-element Art es such as "Embrace End" and "Sprea d." Interrupt its casting and make defeating it your top priority.

▲ Rarely drops the "Full Plate," which i s armor for Luka or Spada. Its defense is very high, so you'll want to obtain it.

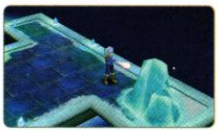
• Mission data

Number	Enemy group	Condition	Mission reward
1	Land a 20-hit combo with Frost Giant / Skeleton Warrior / Ice Soul ×2		Overlimit increases by 60% of the maximum
2	Skeleton Warrior / Ice Soul ×2	Prevent the enemy's chants 8 times	Acquired grade increases by 10
3	Skeleton Warrior / Frost Giant ×2 / Ice Demon	All party members' HP upon victory is 70% or more of the maximum value	AP gained is tripled

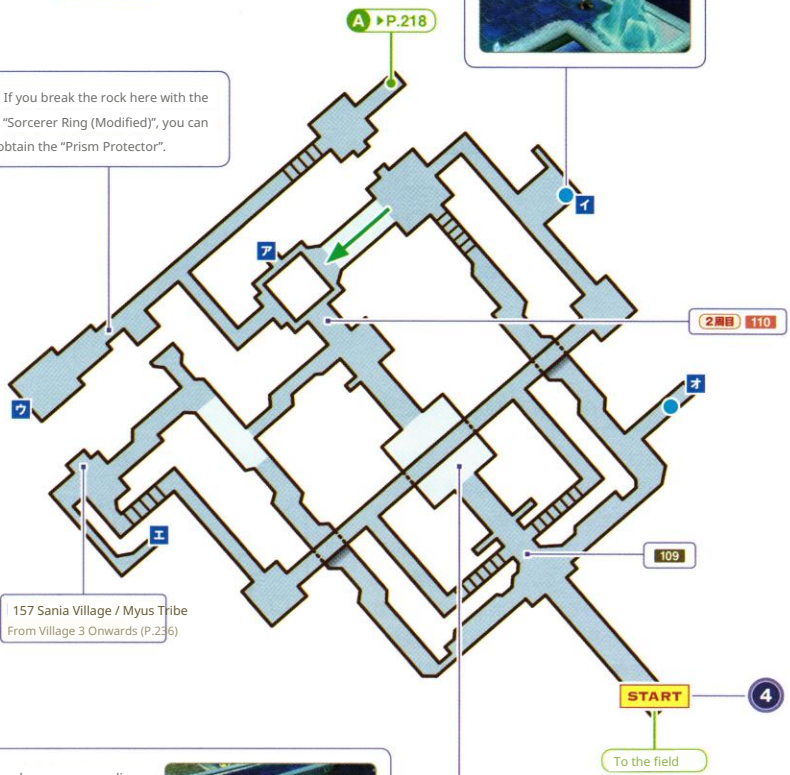
Waiting-for-God's Garden

MAP1

The ice pillars scattered around can be melted by hitting them with a Sorcerer Ring. This place looks like a dead end, but in fact a treasure chest is hidden inside one of the ice pillars.



If you break the rock here with the "Sorcerer Ring (Modified)", you can obtain the "Prism Protector".



The ice floor becomes very slippery when you run on it. It is easier to control your movement by walking here. Also, slippery slopes are one-way paths and cannot be climbed from below.

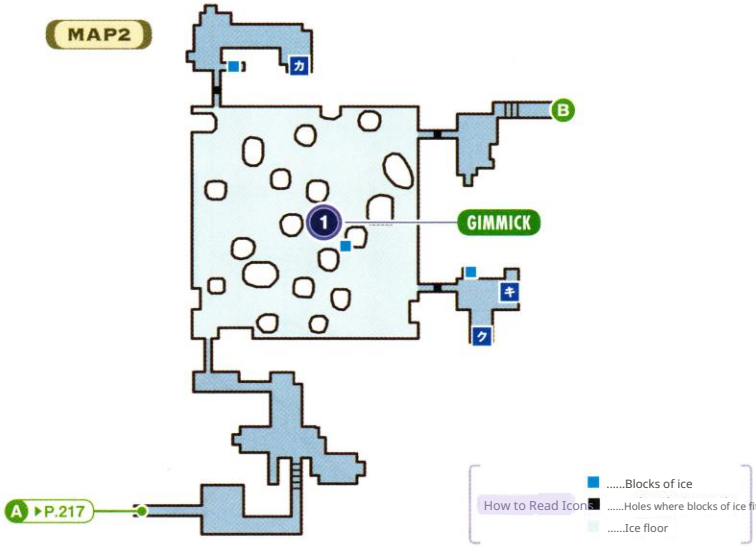
Obtained Items List

- Treasure chest: Pork ×3
- Treasure chest: Mabo Curry recipe
- Chest C: Prism Protector
- National Treasure Blade: Fire Blade
- Treasure chest: Lemon Gummy

How to Read Icons

- ... Ice floor
- ... Ice pillars that can be melted by hitting them with the Sorcerer Ring
- ····· · Slippery plank (one-way)

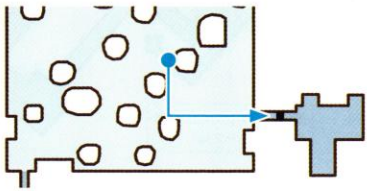
Map

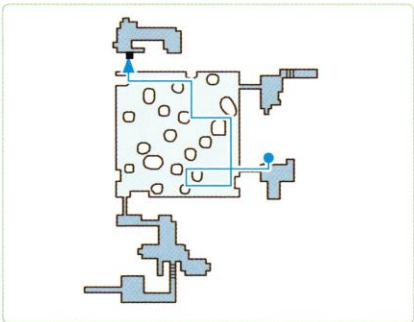


GIMMICK Move the three blocks of ice and fit them into the holes

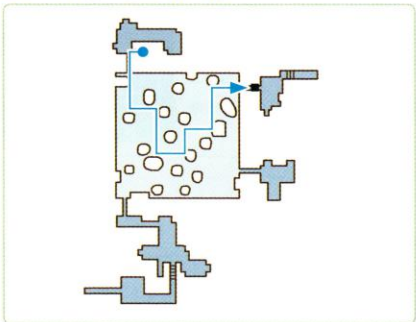
There is a deep hole in the passage of MAP 2, so you c annot proceed as is. To advance, you need to use three blocks of ice to plug the holes. When examined, the bloc ks of ice can be moved, but on the ice floor they slide an d travel in a straight line. If there is no obstacle where a n ice block slides to, it will fall into one of the surroundin g grooves and you will have to start over. Furthermore, which block of ice fits into which hole is predetermined. With these points in mind, the routes for moving the thr ee blocks of ice are shown in the diagram for referenc e. How to move the second block of ice

How to move the first block of ice

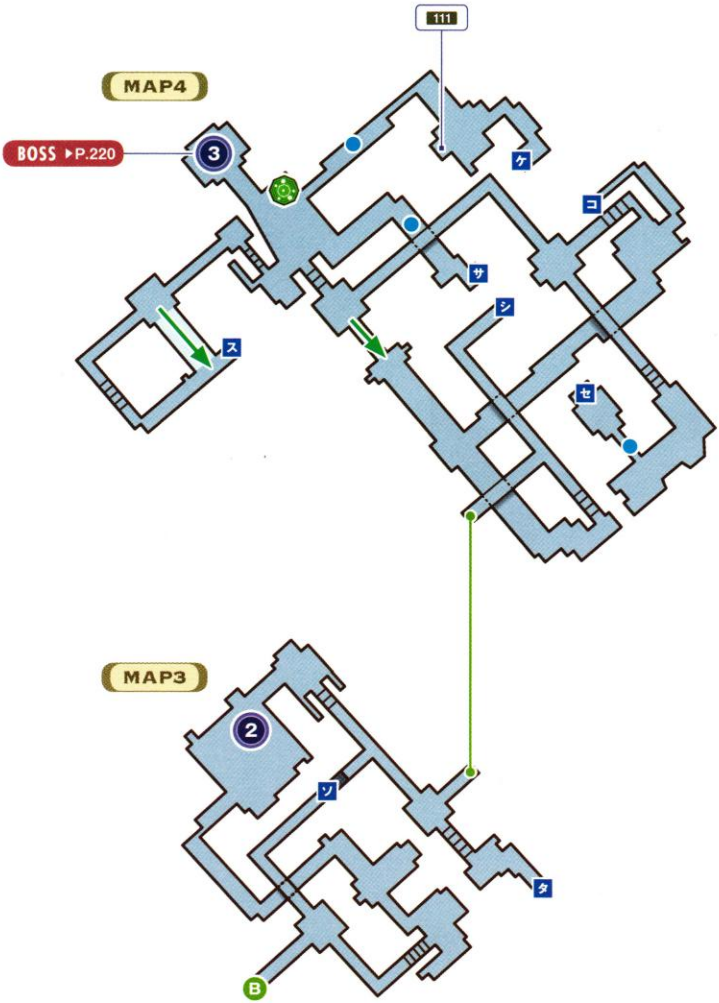




How to move the third block of ice



How to Read Icons ····· - Routes for moving the blocks of ice. Holes where blocks of ice fit .....Ice floor



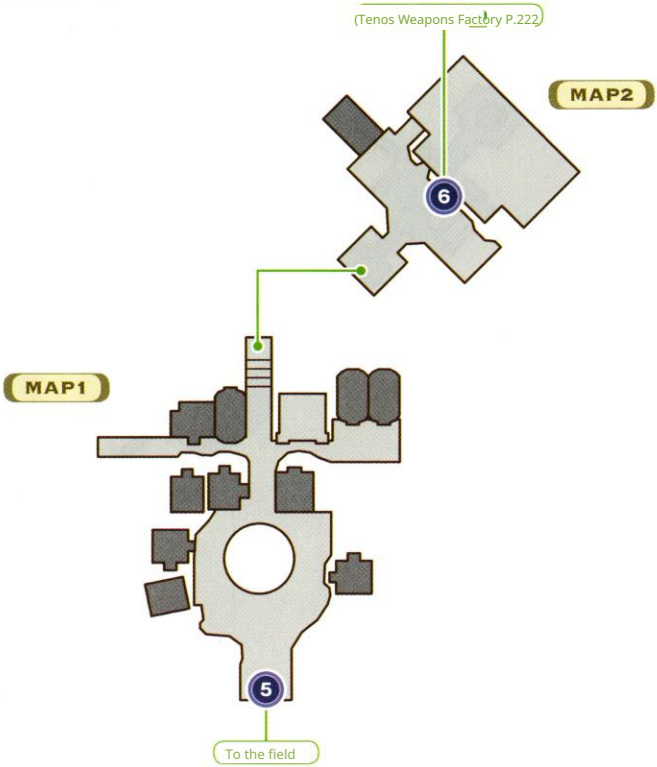
●Obtainable Items List

Ka Treasure Chest	Heal Divide
Ki Treasure Chest	600 Gald
ク Treasure Chest	Lavender
Ke Treasure Chest	Wizard Hat
Sun Treasure Chest	Magic Mug
Treasure Chest 5	Diamond Guard
Shi Treasure Chest	Mental Gummi ×2
Su Treasure Chest	Elixir
Se Treasure Chest	Yellow Talisman
▽ Treasure Chest	200 Gald
タ Treasure Chest	Life Bottle ×2

How to Read Icons
- .....Ice Floor
- ·····Ice pillar that can be melted by hitting it with the Sorcerer Ring
- ····▸ Slippery Panel (One-way)

Map

North Country Tenos
See details on P.214



BOSS Try to maneuver to attack from both sides

Tenoss Stinger uses its massive body and varied weapons to launch forceful attacks. Among them, the charge toward the front has a wide attack range and is dangerous enough to hit everyone nearby if allies are close. To avoid the charge, it is important to constantly maneuver so as to attack the enemy from both sides. Fight with awareness to distribute the damage you receive.

Tenoss Stinger ▸P.321

LV	48	HP	78168	Bronze Bell	180
Attribute	Fire Water Earth Wind Thunder Light 闇				
Drop	—				
Steal	—				

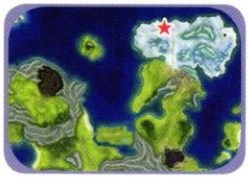
Weak to thunder attribute; techniques such as "Spark Wave" and "Thunder Blade" are effective.

When its HP becomes low, it fires the "Sting Laser," which has a high chance of causing a stun.

Recommended Level 51

Tenos Weapons Factory

TOWN | DUNGEON



Synopsis	Albert's True Intentions 1~ Albert's True Intentions 4				
Facilities	Item Shop	Weapon Shop	General Store | Grade Shop		Inn
	—	—	—	—	—

Story Flowchart

Skit P.370 | Sub-events ▶ —

START

Skits: Kyukyu of Great Joy / Raised in the South

1 GIMMICK 1 Solve Gimmick 1 on MAP1 and proceed ▶P.222

The interior of the fact ory is like a complex maz e, and it's easy to miss tre asure chests. Refer to the GIMMICK explanation an d proceed carefully.

2 Enter MAP3 ▶P.222

3 GIMMICK 2 Solve Gimmick 2 and proceed ▶P.223

4 On MAP5, enter the password "ORIFIEL" on t he terminal ▶P.225

5 BOSS Enter MAP7 and defeat Albert and Anju ▶P.226

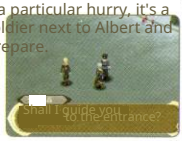
Skits: About the Sky Castle / Orphiel's Punishment, What about Albert? / Inn Vritra and Asura/ Reincarnation of Inn Vritra / What is Himmel? [Field]

Join: Anju (after battle)

6 Talk to Albert and board the airship. You will be automatically moved to the airship Wenthos ▶P.226

Title: Ricardo "Airship Pilot" (P.090)

When you move to the airship Ventus, note that you will not be able to return to the surface from Ventus. Unless you are in a particular hurry, it's a good idea to talk to the soldier next to Albert and return once to Tenos to prepare.



Continued on P.227

Enemy List

Gatekeeper ▶P.315
HP 1580 Steel Body —
Attributes Fire Water Earth Wind Thunder Light Dark

Tenos Assault ▶P.321
HP 9274 Steel Body 50
Attributes: Fire Water Earth Wind Thunder Light Dark

Tenos Sniper ▶P.321
HP 4256 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dar

Tenos Knight ▶P.321
HP 6810 Bronze Body —
Attributes: Fire Water Earth Wind Lightning Light Dark

All of the attacks it unleashes are wide s wings with large openings. Take advant age of those openings to move behind it and land attacks.

White Jackal ▶P.327
HP 7764 Steel Body —
Attributes Fire Water Earth Wind Thunder Light

• Mission data

Number	Enemy group	Condition	Mission reward
1	Tenos Knight ×3 / Tenos Assault	Knock down enemies 7 times	Obtained "Muramasa"
2	White Jackals ×3 / Tenos Sniper	Defeat 2 enemies in midair	Experience gained is tripled

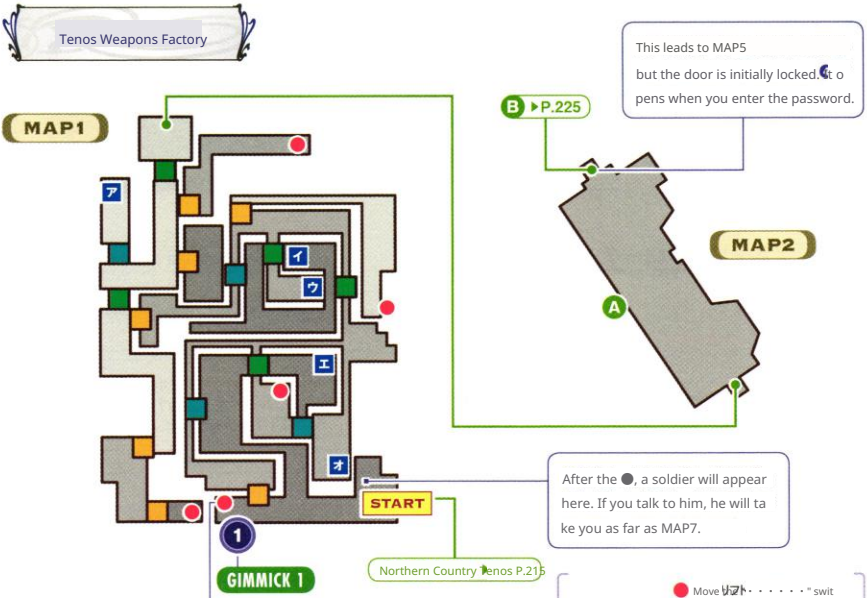
CHECK POINT

1 The method of repeatedly using techniques that can cause a downed state, such as Luca's "Collapse Raid Sw ord" (Hōsai Ken), is easy against Tenos Knights who do not have armored bodies. If you complete this mission you can obtain Spada's high-performance weapon "Muramasa". It's definitely worth a

After knocking them down, it's good to launch them int o the air by landing normal attacks or techniques like "G ishōsen" and then finish with a combo. This mission rew ards the experience gained is tripled, so it can be used for leveling up.

Map

Tenos Weapons Factory

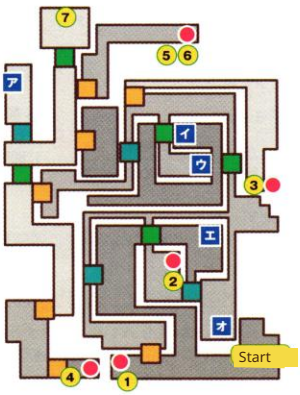

MAP1
MAP2
B ▶P.225
This leads to MAP5
but the door is initially locked. It o
pens when you enter the password.
A
START
1
GIMMICK 1
After the ●, a soldier will appear
here. If you talk to him, he will ta
ke you as far as MAP7.
Northern Country Tenos P.215
How to Read Icons
Move switch Operating the "・・・・・・" switch causes a lift that moves up and down (initially on the lower floor)
Operating the "・・・・・・" switch causes a lift that moves up and down (initially on the upper floor)
A lift that moves up and down when you get on it

Operating the five switches within MAP1 causes the blue and green lifts to move up and down simultaneously. The blue lift is up, the green lift lowers.

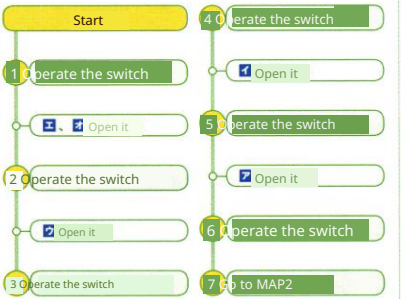
GIMMICK1: Operate the two-colored lifts up and down to aim for MAP2

On MAP1, proceed by operating the five switches to move the blue and green lifts up and down. Follow the steps below and be careful not to miss any treasure chests while making your way to MAP2.

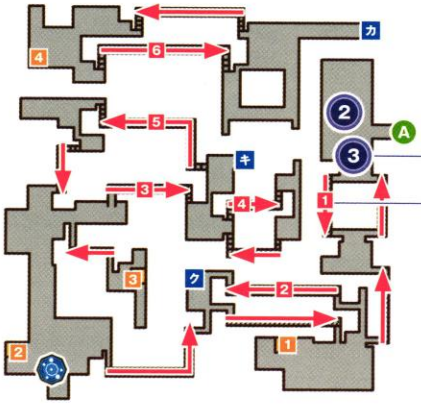
Overall view of GIMMICK1



Procedure for solving GIMMICKS while opening treasure chests



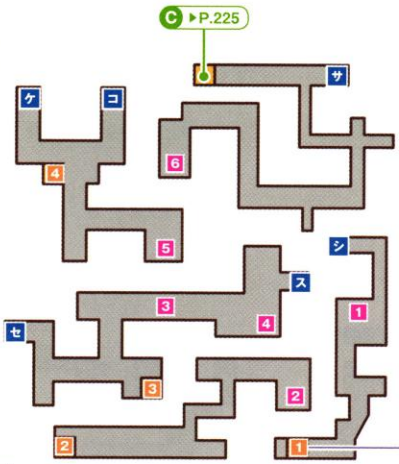
MAP3



Some sections of the conveyor belt are equipped with quality inspection devices. If you pass through with Ilia, Spada, Ricardo, or Conway as the party leader, you will fall to MAP 4. If you want to pass through, make someone else the party member instead of the above characters.

Make them the party leader.

MAP4



After failing to pass the quality check device, open the treasure chest on MAP4 and then return to MAP3. To get to MAP3, use the lifts located throughout the area.

●Obtainable Items List

- Treasure chest: Mirage Cloak
- Treasure chest: Flamberge
- Treasure chest: Demon Gummy
- Treasure chest: High Holy Bottle
- Treasure chest: 9,400 gald
- Ka treasure chest: Bastonark
- Ki treasure chest: 8,360 gald
- Treasure chest: Pizza toast recipe
- Ke treasure chest: Chocolate ×2
- Hi treasure chest: Sacred Helm
- Sa treasure chest: Orange Gummies ×2
- Treasure chest: Chest ×3
- Su Treasure chest: Apple Gummies ×2
- Treasure chest: Liber Regis

How to Read Icons

- ←…Direction in which the conveyor belt moves
- 1 ····· Quality check device
- 1 ····· .Landing point from the quality check device. The numbers correspond to the quality check devices
- 1 ····· MAP4 Lift that moves from MAP4 to MAP3 (The lift's initial position is MAP4)

GIMMICK 2 Proceed while switching the party leader

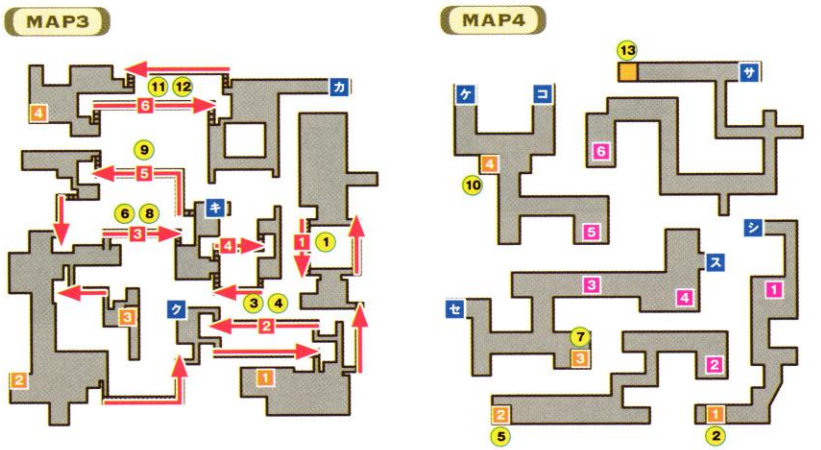
The next destination is MAP5, but to get there you must use devices such as the Quality Check Machine and lifts and go back and forth between MAP3 and MAP4 many times. Refer to the steps below and proceed while changing the party leader. ● Procedure for opening treasure chests while solving GIMMICK 2

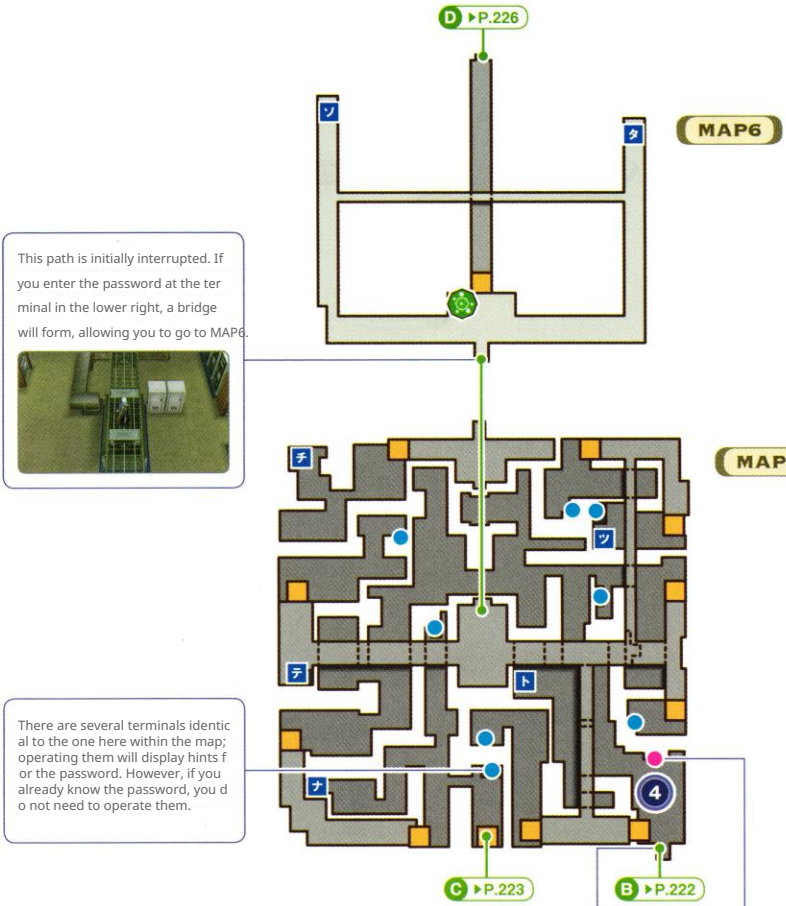
Note that if you fail to pass through the Quality Check Machine even once, returning to MAP3 will require taking the route MAP5 → MAP2. That would be troublesome, so be careful not to forget to open any treasure chests.

Start

1. Fail to pass through the Quality Check Machine opening and fall onto MAP4
   - Open the map
2. Ride the lift to go to MAP3
3. Pass through the quality check device 2
   - Open the ク
4. Quality check device 2 fails to pass, causing a fall to MAP 4
5. Ride the lift to go to MAP 3
6. Quality check device 3 fails to pass, causing a fall to MAP 4
   - Open the S and SE
7. Ride the lift to go to MAP 3
8. Pass through the Quality Check Machine 3
   - Open it
9. Fail to pass through the Quality Check Machine and fall onto MAP4
   - Open one's mouth
10. Ride the lift to go to MAP 3
11. Pass through the quality check device
    - Open it
12. Fail to pass through the Quality Check Machine and fall onto MAP4
    - Open it
13. Ride the lift to go to MAP 5

Overall view of GIMMICK 2


MAP3
MAP4
How to Read Icons
·····Direction in which the conveyor belt moves
· · · · · · Quality inspection device
····· Drop point from the quality inspection device. The numbers correspond to the c
· · · · · · Lift that moves from MAP4 to MAP3 (initial position of the lift is MAP4)

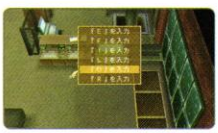


This path is initially interrupted. If you enter the password at the terminal in the lower right, a bridge will form, allowing you to go to MAP6.

There are several terminals identical to the one here within the map; operating them will display hints for the password. However, if you already know the password, you do not need to operate them.

Entering the password will also open this door and allow you to proceed to MAP2. If you have been worn down by previous battles, return to Tenos once to prepare for the boss fight.

The password is "ORIFIEL". Entering this will allow you to go to MAP6. At this point, you can input the correct password directly without first investigating the terminal that contains the password.



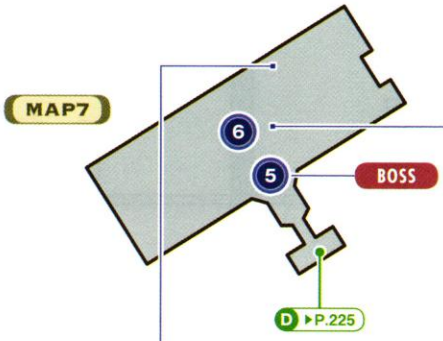
●Obtainable Items List

ソ	Treasure Chest White Ribbon
タ	Treasure Chest Treat
Chi	Treasure Chest
ツ	Treasure Chest Miracle Gumi
テ	Treasure Chest Life Bottle ×2
ト	Treasure Chest Pine Gumi
ナ	Treasure Chest Specific

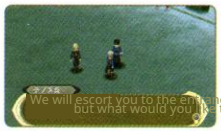
How to Read Icons

- ……Password hint obtained terminal that can be used
- ……A terminal where you enter a password
- ……A lift that moves up and down when you ride it

Map



C After that, if you talk to the soldier here, you can travel back and forth with MAP1. This is convenient when you want to clear a sub-event that occurs here later.



123 Airship Ventus onward (P.227)
153 154 155 156 Sania Village/
Myus Tribe Village occurs from 3 onward (P.236)

BOSS Prevent Anju's "First Aid"

This battle is won if you defeat Albert. However, Anju will use "First Aid" to greatly restore Albert's HP. First, focus all efforts on defeating Anju, and after she is down, concentrate attacks on Albert. Anju will start using "First Aid" when her HP falls to 50% or below. When that happens, quickly deplete her stamina and do everything to interrupt the chant. Also, Albert is weak to dark attribute. It is advisable to have Ricardo or Conway, who can use dark-attribute arts, in your party.

Anju attacks with light-attribute arts such as "Photon." Albert's secret skill is also light-attribute, so you should raise your elemental resistances with armor or accessories.

Albert ▸P.308
LV 51 HP 79895 Copper Body 140
Attributes: Fire Water Earth Wind Thunder Light Dark
Drop: Savory (guaranteed)
Steal -

Ange (1) ※1 ▸P.308
LV 42 HP 49580 Bronze Body 90
Attributes Fire Water Earth Wind Thunder Light Dark
Drop —
Steal —

Anju (2) ※2 ▸P.309
LV 52 HP 52720 Steel Body 100
Attributes Fire Water Earth Wind Thunder Light Dark
Fall One
Steal —

Anju (3) ※3 ▸P.309
LV62 HP 58720 Steel Body 130
Attributes Fire Water Earth Wind Thunder Light Dark
Fall —
Steal —

※1: Appears when Anju's level at departure is below 50.
※2: Appears when Anju's level at departure is between 50 and 59.
※3: Appears when Anju's level at departure is 60 or above.

Recommended Level 53

Airship Wentos

TOWN DUNGEON

Synopsis	Chasing Matias				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	○	—	—

Story Flowchart

Skit P.370 Sub-event p.273

START

Skits About the Airship / Nervous...

Once you board the airship, you can not go outside until you clea replenishing items, use the ore inside the airship.

1 GIMMICK Solve the gimmick on MAP 3 to proceed further P.228

2 Go to the back of BOSS MAP3 and defeat Amrzesu P.228 Skit: Ilia's Headache If you proceed to the next step, you will escape from the airship. You will obtain Korochi and will never be able to ret ot to forget to open any treasure ches

3 When you enter MAP1, you will automatically be moved to the field. After that, go to the Sky Castle P.228

Skits	Airship Journey [On the Airship] / Not to Be Underestimated [On the Airship] / Albert and Ricárdo [Tenos Weapons Factory] Who's beyond the inn door? [Northern Country Tenos]
Scent of a Side Event	112 The Beauty and the Bandit / 113 Led by Flowers/ 114 Cinderella/ 115 Quiz Boy Advanced/ 116 Longing ②/117 Black Guard/ 118 Romance ④/119 Daughter Who Cares for Her Father ②/120 First Cooking ②/121 Okonomiyaki Sister ③/ 122 Accessory Maker ②/123 Factory Tour Tenos Chapter

From here, you can freely travel the world map with your own airship. At the same time, numerous side events will occur, so it's a good idea to visit various places. However, the new locations you can reach by airship are limited by the sky

Only an empty city. Located to the southwest. To some towns and dungeons you cannot go to at this point.

Continued on P.230

Enemy List

High Priest of the Cult P.313

HP 6922	Steel Body	—

Attributes: Fire Water Earth Wind Lightning Light Dark

High Assault Trooper of the Order P.313

HP 7782	Steel Body	—

Attributes: Fire Water Earth Wind Thunder Light Dark

Crimson Raider P.315

HP 2250	Steel Body	20

Attributes: Fire Water Earth Wind Lightning Light Dark

• Mission data

Number	Enemy group	Condition	Mission reward
1	Cult Advanced Assault Soldier ×2 / Cult Advanced Sorcerer ×2	Steal items twice	Acquired AP is quadrupled

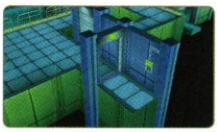
CHECK POINT

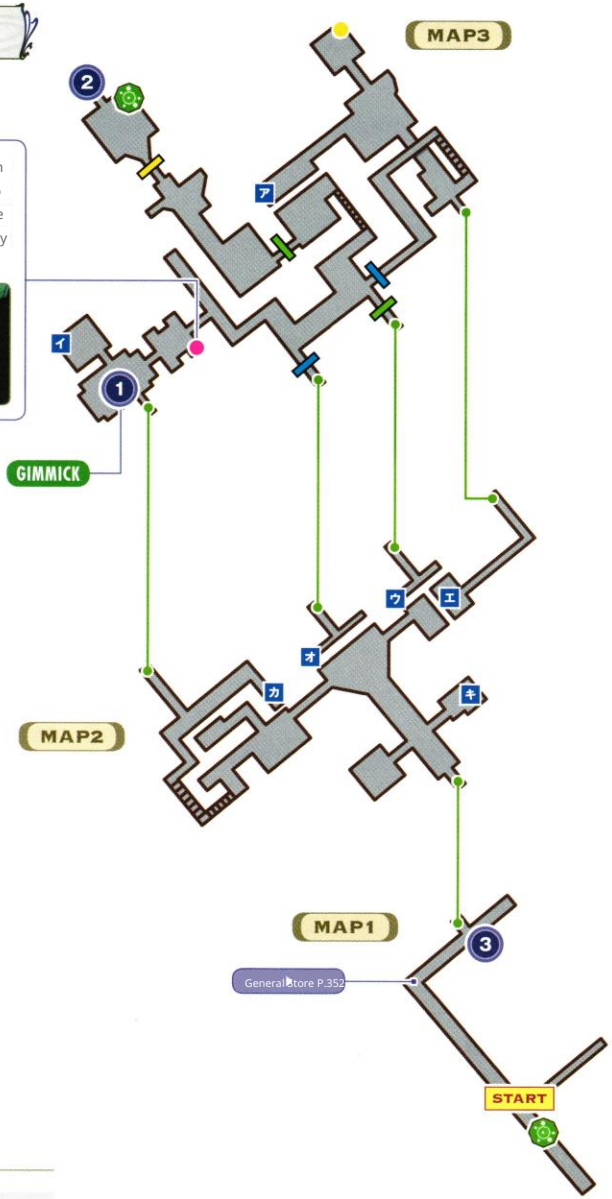
The airship Ventos mission occurs if Anju or Ermana is in the main party. Either control Anju/Ermana yourself, or set "Rover" "Item" to the command for using Artes, and repeat it until you can steal the item.

Then execute it. Note that from the Cult Advanced Assault Soldier you can steal an "Apple Gummy," and from the Cult Advanced Sorcerer you can steal a "Platinum Circlet." The "Apple Gummy" has a higher success rate, so if you want to complete the mission qu

Airship Wentos

Operating this switch opens and closes the green and blue doors. Only one color of door opens, so be sure to check carefully which door opened.





Obtained Items List

Treasure chest: Pine Gummy	
Treasure chest: Onion ×3	
Chest C	Orochi
Treasure chest	Opal
Treasure chest	Platinum ウェア
Ka Treasure chest	Stretch Egg Recipe
Ki Treasure chest	Savory

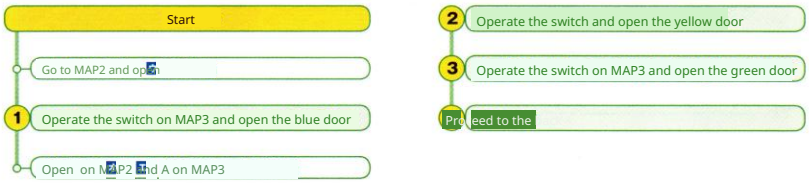
How to Read Icons

- ●……Switch that opens and closes the yellow door
- ●……Switch that opens and closes the blue and green doors
- ▮▮▮……・Doors that open and close when the switch is operated

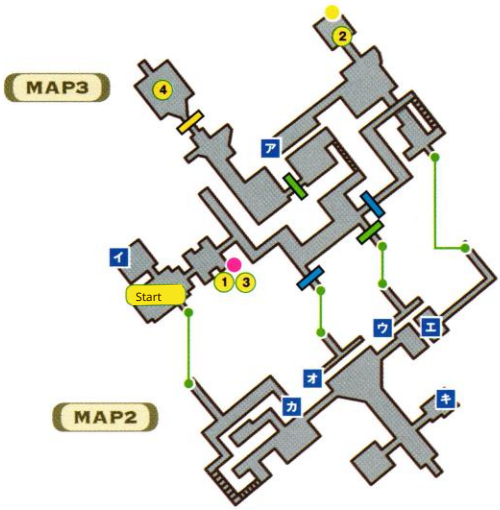
GIMMICK Operate the two switches that open and close the doors

The key to this gimmick is how you use the two switches on MAP3. While opening and closing the blue, green, and yellow doors, head for the upper-left of MAP4 where the boss awaits. Steps to solve the GIMMICK while opening the lower treasure chest

Proceed while checking the order and open the treasure chests on MAP2 and MAP3 as you go. Note that when escaping from the airship after the Amurzes battle, you do not need to operate these switches.


Start
Go to MAP2 and open
1 Operate the switch on MAP3 and open the blue door
Open on MAP2 and A on MAP3
2 Operate the switch and open the yellow door
3 Operate the switch on MAP3 and open the green door
Proceed to the

Overall View of GIMMICK



BOSS Reduce Armor with Ranged Attacks

Amurzes is very fast. He runs across the field and charges, making it difficult to land attacks. Have characters who can attack from a distance, such as Illia or Ricardo, reduce his armor.

If the armored shell breaks, immediately close the distance and land a combo. Note that Amruzes uses a tornado attack when its HP decreases. Because being caught in the tornado causes heavy damage, guard as soon as it begins spinning.

Amurzes ▸P.308

LV 54 HP 111464 Armor 120

Attributes: Fire, Water, Earth, Wind — Light Pavilion

Drop/Steal — —

Aim for the moment you land after the tackle and follow up with consecutive attacks — this is also an effective tactic.

Recommended level 55

Sky Castle

TOWN DUNGEON

Synopsis	Sky Castle 1 ~ Sky Castle 4				
Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	—	—	—	—	—

Story Flowchart

Skit P.370 | Sub-event p.374

START

Skits: Beware of guards / Himmel: Light of the Heavens [Royal Capital Regnum, etc.] / Himmel's Heart [Royal Capital Regnum, etc.] / Inn: Himmel's Decision [Royal Capital Regnum, etc.] Respect for Asura [Eastern Country Ashihara] / Inn: Sakuya and Inanna [Eastern Country Ashihara]

Once you clear the Sky Castle, you will never be able to return. The sub-events that occur in the Sky Castle are all related to the story, so you should not miss them. Also be careful not to forget to open any treasure chests.

1 Proceed to the upper right o ▶P.231

2 Approach the statue on MAP2 ▶P.231

Skit: Why does the sky castle remain?

Sub Event: 124 Sakuya and the Flowers ① / 125 Sakuya and the Flowers ②

3 On MAP5, use the Sorcerer Ring to light the three candelabras. ▶P.233

4 Use the magic circle to go to MAP6. ▶P.233

Sub-event 126 Sakuya and Oriphiel

5 On MAP7, hit the purple crystal with the Sorcerer Ring to activate the fountain. ▶P.234

6 Hit the sorcerer ring (Sorcerer Ring) against the green crystal to activate the fountain. ▶P.234

7 Hit the Sorcerer Ring against the light-blue crystal to activate the fountain ▶P.234

8 BOSS Approach the statue on MAP8 and defeat Aburu Hall ▶P.235

Skits: Moving Statue

Sub-events: 127 Sincerity and Consideration

9 When you proceed to the back of MAP9, you will automatically move to the field. After that, go to Sania Village. ▶P.235

Escape: Ilia / Spada / Anju / Ricardo / El Mana / Qqyu / Conway

Until you reach Sania Village, Luka will be alone. Enemies will still appear in this state, so do not overexert yourself and head to Sania Village as quickly as possible. Note that the skit "Shian and Dinner" (P.380) only occurs during the short period from here until you arrive at Sania Village. Be sure to watch it now.

See page P.236

Enemy List

Edens Keeper ▶P.310
HP 5260 Physical Defense —
Attributes: Fire Water Earth Wind Thunder Light

Ancient Soul ▶P.310
HP 3116 Physical Defense 20
Attributes: Fire Water Earth Wind Thunder Light Dark

Dragon Tail ▶P.322
HP 5842 Physical Defense —
Attributes: Fire Water Earth Wind Thunder Light Dark

Basilisk ▶P.323
HP 7268 Physical Defense —
Attributes: Fire Water Earth Wind Lightning Light Dark

Light Soul ▶P.330
HP 3952 Physical Defense
Attributes: Fire Water Earth Wind Thunder Light Dark

Ratio Seraph ▶P.330
HP 9522 Bronze Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light

• Mission data

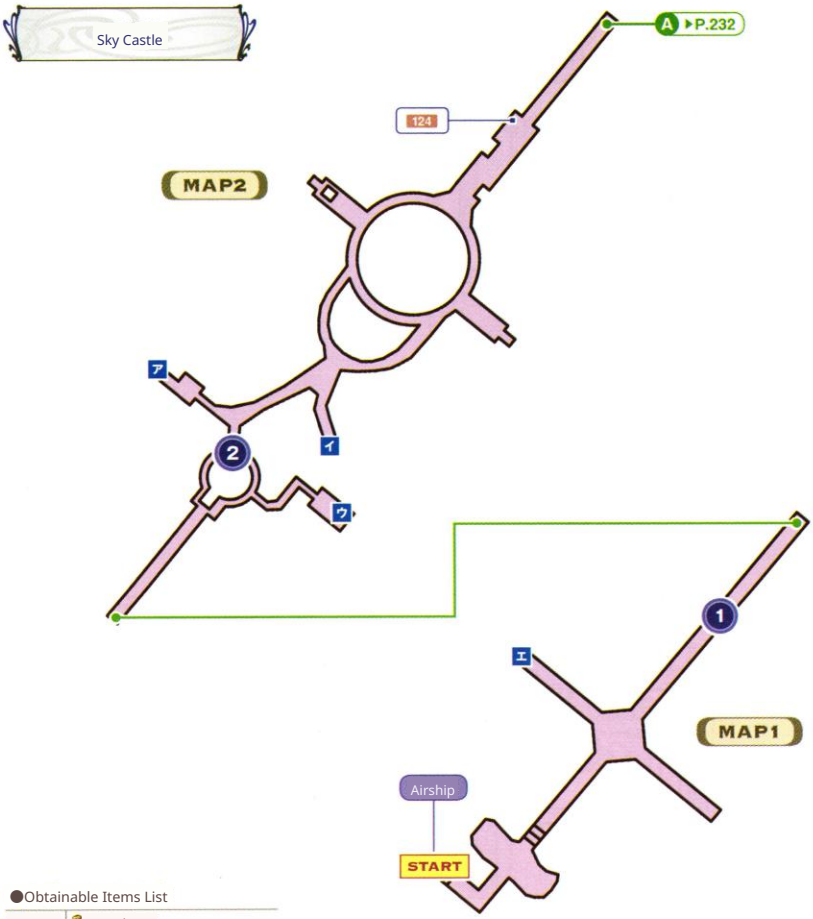
Number	Enemy group	Condition	Mission reward
1	Ratio Seraph ×3	Defeat 2 enemies with a Mystic Arte	Obtain "Evil Sword"
2	Eden's Keeper / Ancient Soul ×2 / Basilisk	Defeat 2 enemies using their weakness attribute	Restore TP equal to 50% of the maximum
3	Ratio Seraph ×2 / Ancient Soul / Light Soul	Attacks allowed only by non-player characters (player controlled characters are prohibited)	Overlimit is released by both characters

CHECK POINT

1 When an enemy's HP has been reduced to around 1000, you should use a Mystic Arte. If you have only one chance to unleash a Mystic Arte, after significantly lowering the HP of two or more enemies, use it when the enemies are close together.

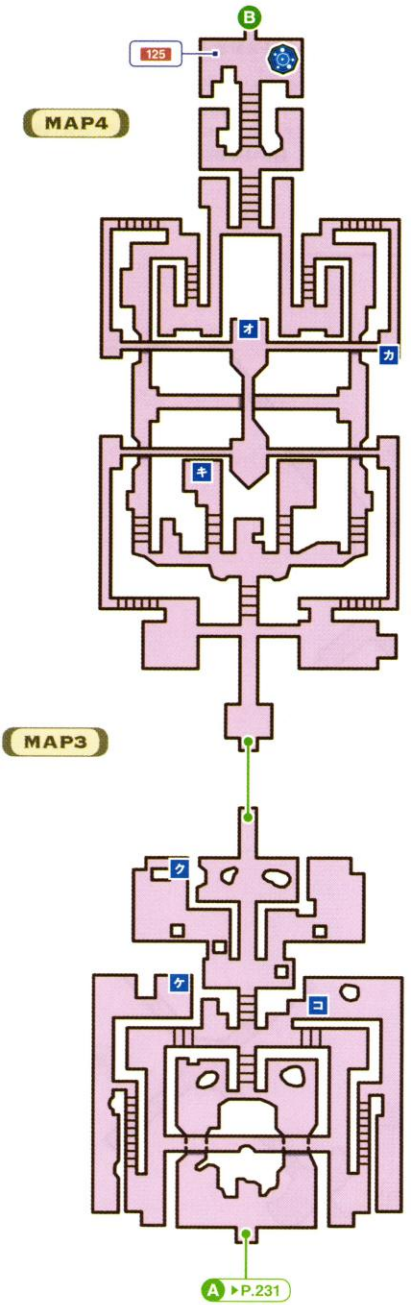
You can defeat two enemies at once and meet the condition. Also, set tactics to "Hold Position" to prevent other allies from killing the enemies. Note that on MAP1-22 this cannot be done from MAP3 onward.

Map



●Obtainable Items List

Treasure Chest	Verbena
Treasure Chest	Stone Bottle ×2
Chest	Cream Stew Recipe
Treasure Chest	Saffron

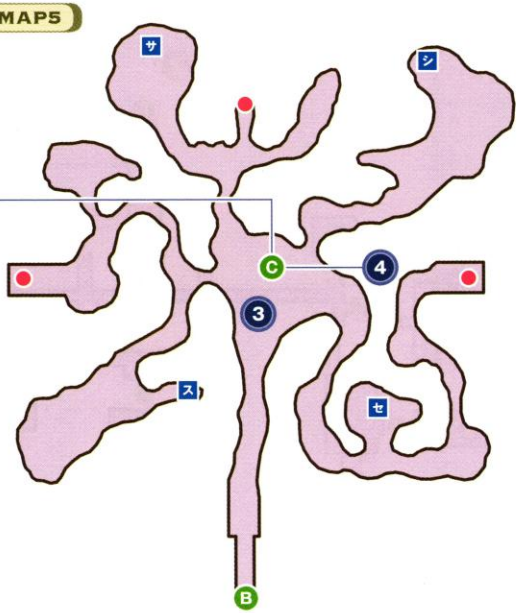


●Obtainable Items List

Treasure Chest	Mystic Amune
Treasure Chest	Holy Bottle
Ki Chest	Panacea Bottle
7 Treasu	Pine Gumi
Treasure Chest	Kibog
Treasure Chest	Faust Mag
Treasure Chest	Seaon Gummy
Treasure Chest	Giant Fist
Su Treasure Chest	Reflex
Se treasure Chest	Pudding a la Mode Recipe
Treasure Chest	Chutney
Treasure Chest	Milk ×3
Treasure Chest	Orange Gum ×3
Treasure Chest	Apple Gummy ×3
Treasure Chest	Nightmare Helm
ト Treas	Mixed Gummi ×2
Treasure Chest	Mean Robe

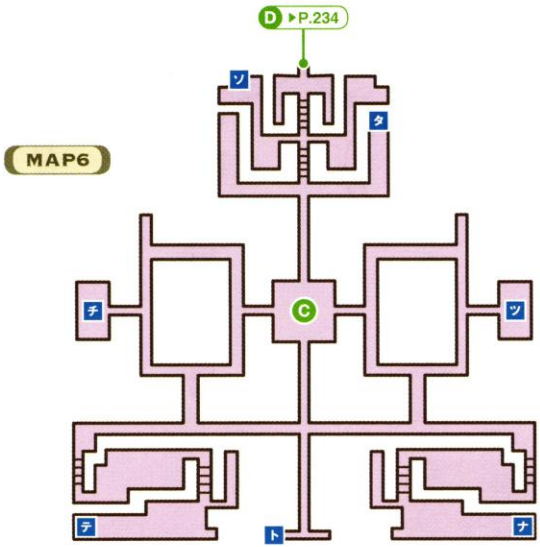
MAP5

The three braziers indicated by the icon
If you light them with the Sorcerer Ring,
a warp point to move to MAP6 will appear
in the center of the map
will appear.

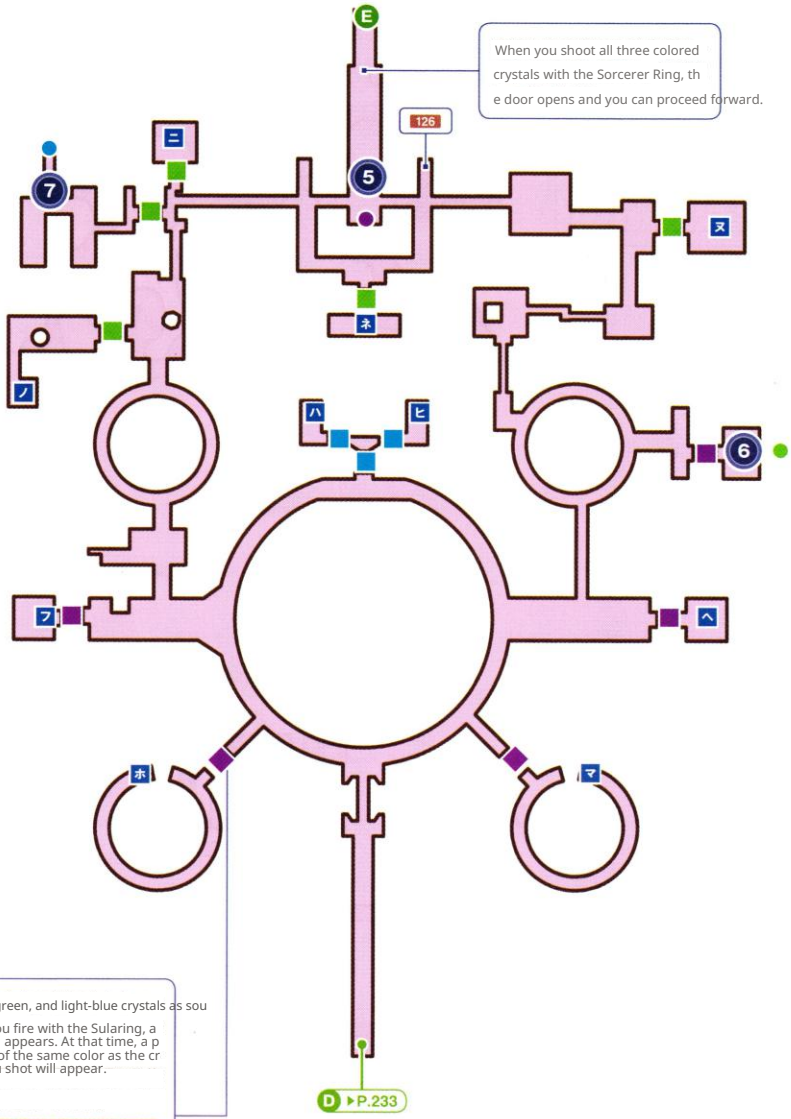


How to Read Icons ...If you use the Sorcerer Ring a brazier that lights when struck

MAP6



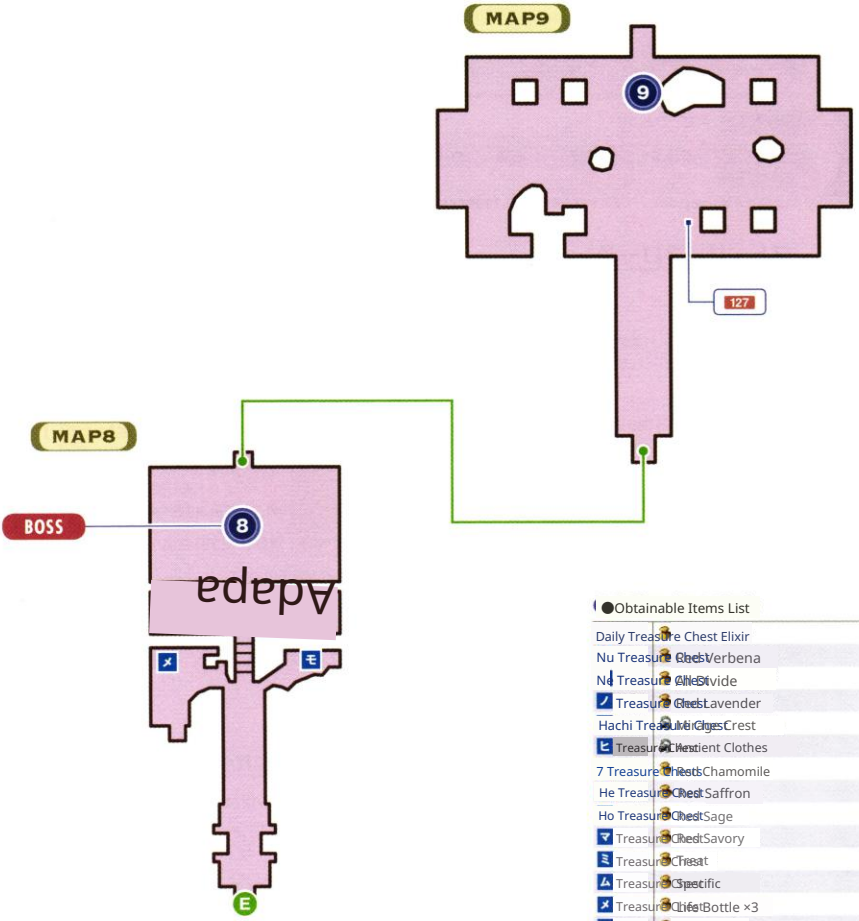
MAP7



Purple, green, and light-blue crystals as sou

When you fire with the Sularing, a platform appears. At that time, a p latform of the same color as the cr ystal you shot will appear.

How to Read Icons
.....Crystal
.....Same-color cri with the Sorcerer Ring
A platform that appears when you shoot a Stal



●Obtainable Items List

Daily Treasure Chest	Elixir
Nu Treasure Chest	Verbena
Ne Treasure Chest	Elixir
Treasure Chest	Lavender
Hachi Treasure Chest	Crest
Treasure Chest	Ancient Clothes
7 Treasure Chest	Chamomile
He Treasure Chest	Saffron
Ho Treasure Chest	Sage
Treasure Chest	Savory
Treasure Chest	Crest
Treasure Chest	Specific
Treasure Chest	Life Bottle ×3
Treasure Chest	Miracle Gummy

BOSS "Concentrate your attacks in the latter half of the battle.

In the early phase it will use "Earth Wave" and "Earth Wall."

Both techniques only hit when you are in front of it, so use free-run to attack from the flanks or the rear.

When Abulhole's remaining HP drops below 50%, it will charge. It will begin attacking. The charge deals high damage, and it's not uncommon for several allies to take over 1,000 damage. In the latter half of the battle, use items to restore TP while unleashing powerful techniques in succession to finish it off as quickly as possible.

Abulhole ▶ P.308"

LV 57 HP 201,960 Steel Body 300

Attributes: Fire Water Earth Wind Thunder Light

Drop —

Steal —

When you are in front, prioritize guarding so you don't take the charging attack.

Recommended Level 60

Saniya Village / Myuce Tribe Village

TOWN DUNGEON

Synopsis	Once again, as one

Facility (Sanier Village※1)	Item Shop	Armor Shop	General Store	Grade Shop	Inn
	○	○	—	○	Free 2※2

*1 There are no facilities in the Myus tribe village. *2 Ilia's house can be used as an inn.

Story Flowchart

Skit P.371 Sub-event p.374

START

Skits	The Giant's Wish / Don't Ignore Me!
Sub-event	128 Wonder Chef ①
Join	Ilia

Sania Village serves as a base for the final battle. After re uniting with your companions according to the next steps, s top by the weapon and item shops. Their stock is top-notch, so prepare thoroughly here before heading to your next des tination, the Pilgrimage of Souls, Kardia.

1 Enter Ilia's House ▶P.237

Skits	Ilia in Sania Village / "I'm glad you came back" / Second playthrough: Koda's past life?
Sub Event	129 The Adventurer Who Traverses the World 16
Title	Luca "The Returned Boy" (P.058) / Ilia "The G irl Who Waited" (P.066) / Spada "The Believi ng Boy" (P.074) / Anju "The Welcoming Wom an" (P.082) / Ricardo "The Worried Man" (P.0 90) / Ermana "The Daughter Awaiting Her Ch ild" (P.098) / Kyukyu "The Friend-Thinking Yo ung Lady" (P.107) / Conway "The Reassured Youth" (P.114)
Join	Spada / Anju / Ricardo / Elmana/ Kyukyu / Conway

2 Leave Ilia's House ▶P.237

Skits	Trends of the Royal Capital Army / Why were they protecting the Genesis Power? Cerberus's memories / Want to try holding (them)? / Second playthrough: Cian and Matias
Title	Elmana "Cyan's Friend" (P.098)

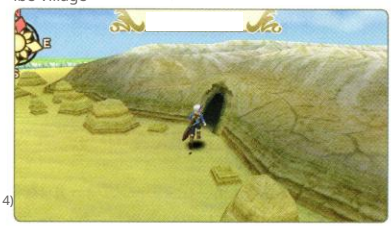
3 Go out to the field ▶P.237

Skits	About the war / Durandal's betrayal / Exhauste d... Ilia breathing heavily / Acrobat flight (On b oard the airship) / New Game+ Garden of Wai ting for Gods (At Tenos Weapons Factory) / Cy an's condition (Sania Village) Kel and Vero in t he nick of time (Sania Village) / Inn Vritra lettin g go of her child (Royal Capital Regnum, etc.) / Rich young master at a good inn (Sania Village) / Inn Con way and hot springs (Western Country Garam) / New
Sub Event	See separate table (P.239)

After leaving Sania Village, many sub-events will o ccur. It's a good idea to visit each location before goi ng to the Pilgrimage of Souls, Kardia. Also, many skit s occur at Ilia's house, so return there once.

4 Go to the Myuce Tribe Village ▶P.238

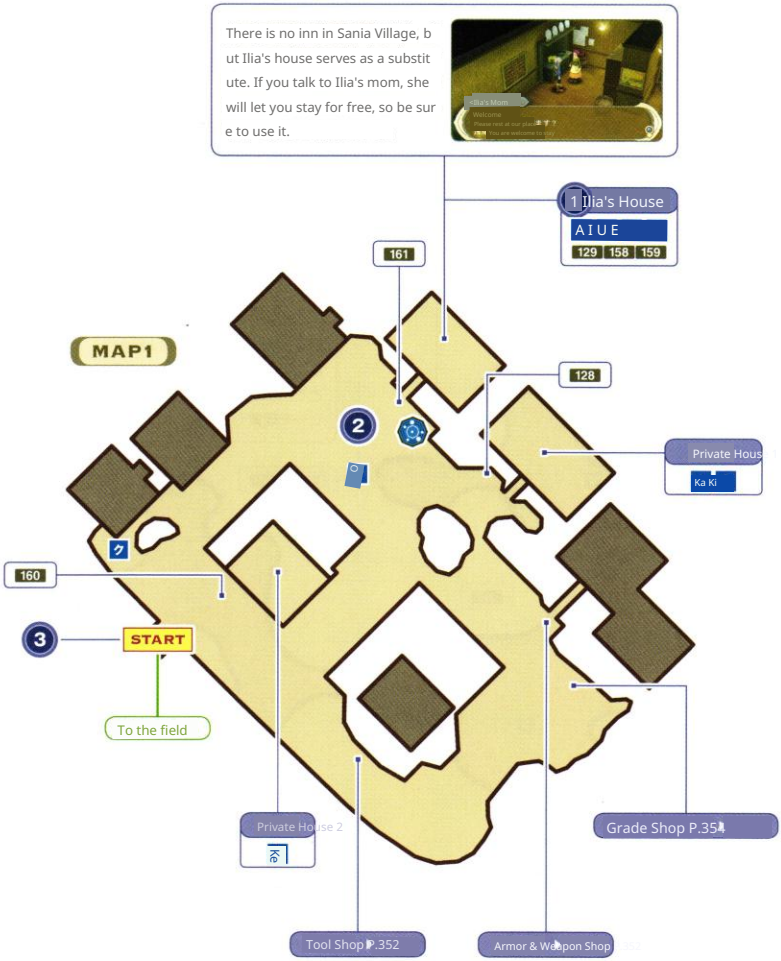
The Myuce Tribe Village is not a place you necess arily have to visit, but a sub-event that lets you obtai n the "Sorcerer Ring (upgraded)" and Vulcan's weap on occurs there. If you stop by at this stage, it will b e useful in later battles. Myuce Tr ibe Village



5 After going out to the field, go to the Soul Pilgri mage Route, Kardia ▶P.238

Continued on P.240

Sania Village



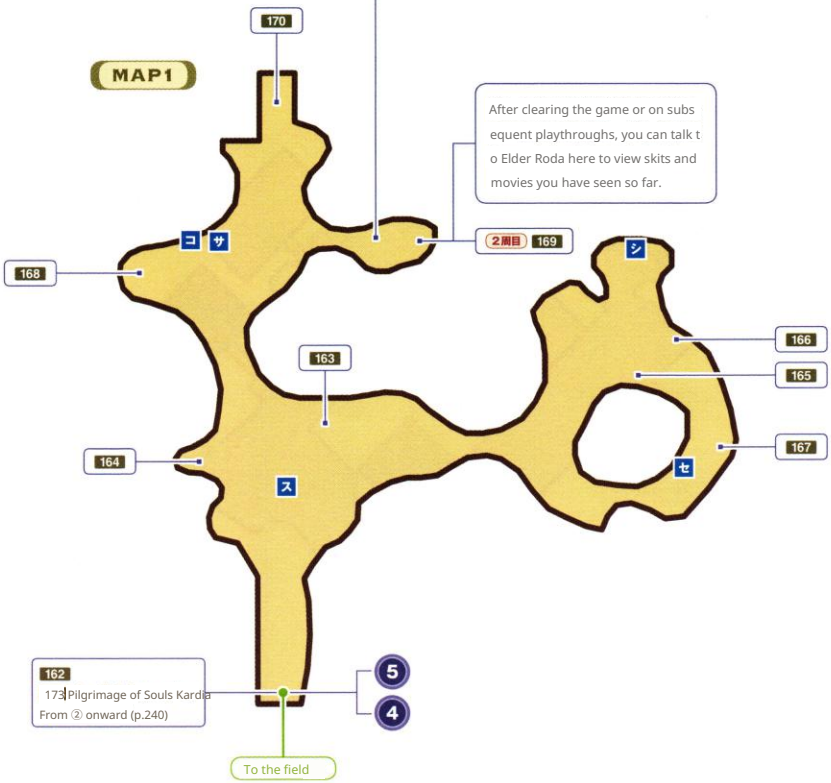
●Obtainable Items List

Conversation: Elixir (Ilia's Dad) ※1	
Conversation: Miracle Gummi (Ilia's Dad) ※2	
Conversation: Specific (Ilia's Mom) ※1	
Conversation: High Holy Bottle (Ilia's Mom) 2 ※	
Conversation: Treat (Older Sister)	
Ka Treasure Chest: Herb ×2	
Ki Treasure Chest: Chamomile	
Conversation: Onsashimi Recipe (Older Brother)	
Treasure Chest: Cabbage ×3	

※1: Can only be obtained when Ilia is the party leader.
※2: Can only be obtained when someone other than Ilia is the party leader.

Myuth Tribe Village

If you have cleared the game even once, you can start New Game+ by talking to the golden statue here. For details about New Game+, please refer to p.256.



●Obtainable Items List

Treasure chest Peach ×2	
Treasure chest Strawberry ×2	
Treasure chest Banana ×2	
Conversation Pretty Ribbon (Aunt)	
Treasure chest Apple ×2	

Prepare for the final battle

When you head from the Soul Pilgrimage Path Kardia toward the Tower of Dawn, the long journey through past lives also comes to an end. However, before that, you can trigger any sub-events you haven't seen yet, so be sure to explore the world.

Open the treasure chests and make sure nothing is left undone.

There are also many items that cannot be obtained by simply playing the main story, so be sure to explore the world.

Try to find the many occurring sub-events

From Sania Village / Mewse Tribe's Village (from chapter 3 onward), as many as 41 sub-events occur worldwide. The one you should prioritize above all is 166 "Arda Koda Soda" which occurs in the Mewse Tribe's Village.

"Reunion with Da" (p. 280) and "Legacy of the Celestial Realm" (p. 280) These are the two. Both are side events that must be cleared in order to obtain powerful equipment.

Sub-events that occur after Sania Village / the Mewse Tribe's Village

130 Searching for Dentures	144 Eating Contest	158 Magic Bullet Marksman
131 Heavenly Realm Legacy: Luca Chapter	145 Aroma of Romance ⑤	159 Ilia Mama's Secret: Roast Whole Chicken
132 Heavenly Realm Legacy: Anju Chapter	146 Heavenly Realm Legacy: Ermanna Chapter	160 Two Cheese Soups
133 Sergeant Hotman	147 Heavenly Realm Legacy: Ricardo Chapter	161 Warm Place
134 Cat Search	148 Phantom Recipe?	162 Coda's Hometown
135 Hartmann's Special Vegetable Soup	149 Terrible Cooking ③	163 Daily Life of the Mewse Tribe
136 Hartmann and Spada	150 The Way of Commerce	164 Great Adventurer Who Travels the World
137 Heavenly Realm's Legacy: Spada Chapter	151 Suspicious Merchant ③	165 Gumi-Loving Myuce Tribe
138 Legacy of the Celestial Realm: Conway Cha	152 Accessory Maker ③	166 Ada Coda: Reunion with Soda
139 Chitose and the Little Bird ③	153 Choco Banana Tempura	167 Wonder Chef 1 ②
140 Funa Sushi	154 Who Will Be Standing Until the End...	168 The Mews Tribe's Letter
141 The Thing Lurking in the Royal Tomb	155 Excellent Bodyguard	New Game+ 169 Hidden Power
142 Celestial Realm Legacy: Kyukyu Chapter	156 Albert and the Glasses	170 Celestial Realm Legacy
143 Whole Banana Curry	157 Celestial Realm Legacy: Ilia Chapter	

Use the "Sorcerer Ring (Modified)" to search for items sleeping in dungeons

Clear "Arda · Koda · Soda Reunion" and obtain the "Sorcerer Ring (Modified)," which will allow you to break large rocks that were previously unbreakable. Behind those rocks there is always a treasure chest, each containing powerful armor. There are five dungeons listed in the table on the right where rocks breakable with the "Sorcerer Ring (Modified)" can be found, so go and search for them.

Items obtainable when you have the Sorcerer Ring (Modified)

Acquisition Locations	Item Name
Regnum Stalactite Cave MAP1 (P.161)	Magical Ribbon
Ashihara Royal Tomb MAP2 (P.170)	Heavenly Garb
Galpos Jungle MAP2 (P.199)	Eclipse Circle
Remres Swamp MAP2 (P.207)	Last Crusader
Garden of Waiting for Gods MAP1 (P.217)	Prism Protector

Have Vulcan in the Myus Village forge one of the top-tier weapons for you

170 "Legacy of the Celestial Realm" is a very important sub-event for obtaining one of the strongest-class weapons available at this stage. Clearing this sub-event will make "Vulcan's Items such as the "Scarlet Sword" can be obtained. If you bring those back to Vulcan in the Myus Village, he will reforged them into powerful weapons.

Locations where the swords that form the basis of Vulcan's weapons can be obtained

Locations where obtainable	Items obtainable	Weapon obtainable on clear	Characters who can equip	Sub-event Number
Fulfi Forest MAP4 (P.143)	Vulcan's Sword	Varna	Ruca	131
Garden of Waiting for Gods MAP1 (P.217)	Vulcan's Azure Sword	Lucifer	Ilia	157
Holy City Naos MAP1 (P.151)	Vulcan's Jade Sword	Susanoo	Spada	137
Western Battlefield MAP1 (P.147)	Vulcan's White Sword	Israfil	Anju	132
Grigori Village MAP1 (P.202)	Vulcan's Black Sword	Hades	Ricardo	147
Galpos Jungle MAP4 (P.200)	Vulcan's Orange Sword	Rudra	Elmana	146
Naos Base MAP6 (P.157)	Vulcan's Rainbow Sword	Asclepius	Conway	138
Calypso Mine (P.174)	Vulcan's Pinkish Sword	Athena	キュキュ	142

Recommended Level 60

Path of the Soul Pilgrimage, Kardia

TOWN DUNGEON

Synopsis	To the Tower of Dawn				
Facilities	Item Shop	Armory	General Store	Grade Shop	Inn
	—	—	—	—	—

Story Flowchart

(Skit - ▶ Sub-event P.280

START

1 Examine the monument on MAP1 ▶P.241

Sub Event 171 The Unwilling Person

To reach the summit of the Pilgrimage Path, choosing the correct route is important. If you examine the monument on MAP1, a sphere of light will appear from MAP2 onward, so follow it. If you take a path different from the one indicated by the light, you will get lost.

2 BOSS Approach the back of MAP9, Celeste
Alnait, Special Cultist Mage ×3 defeat ▶P.244

Sub-events 12 The Great Adventurer Who Travels the World 173
108 Cooking Master

3 Go to the Tower of Dawn ▶P.244

After passing through the Soul Pilgrimage Route Kardia, you will arrive directly in front of the final dungeon, the Tower of Dawn. If you want to re-equip items and prepare your equipment before entering the Tower of Dawn, use the warp point at the tower entrance to return once to Soul Pilgrimage Route Kardia MAP1.

Continued on p.245

Enemy List

Armored Boar ▶P.307
HP 13361 Steel Body 40
Attributes: Fire Water Earth Wind Thunder Light Dark

Alpine Beetle p.308
HP 7598 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Kawanchā ▶P.313
HP 7584 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light Dark

Killer Tiger ▶P.314
HP 14576 Steel Body 100
Attributes: Fire Water Earth Wind Thunder Light Dark

Highlander ▶P.323
HP 10920 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light Dark

Living Dead ▶P.331
HP 13151 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light Dark

• Mission data

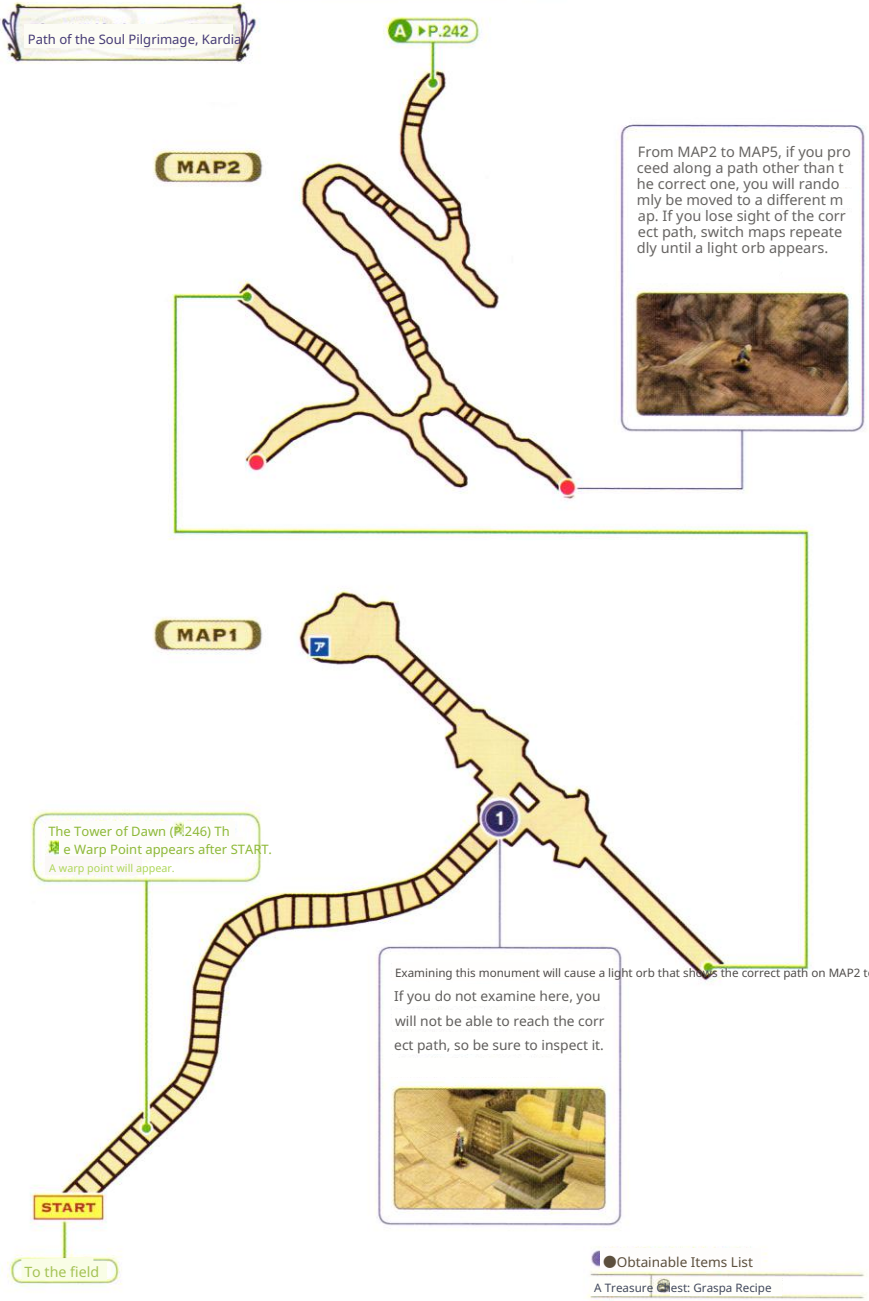
Number	Enemy group	Condition	Mission reward
1	Living Dead ×3 / Kawancha	Win with fewer than 30 attack hits	Obtain the "Skull Mask"
2	Living Dead / Highlander / Armored Boar / Killer Tiger	No party member may be incapacitated	Gald gained ×4
3	Kawancha / Armored Boar / Highlander / Living Dead	Only the playable character is prohibited from using artes	Grade gained ×10

CHECK POINT

1 The obtained "Skull Mask" is a piece of armor that also greatly increases physical attack power. If possible, you should obtain two or more. To complete this mission, it's good to use artes with high power and wide attack range. Recommended

The recommended method is to have Conway repeatedly use "Tempest." The wind-element "Tempest" has a wide attack range and can exploit Living Dead's weakness. However, it consumes a lot of TP, so you should actively use TP-recovering

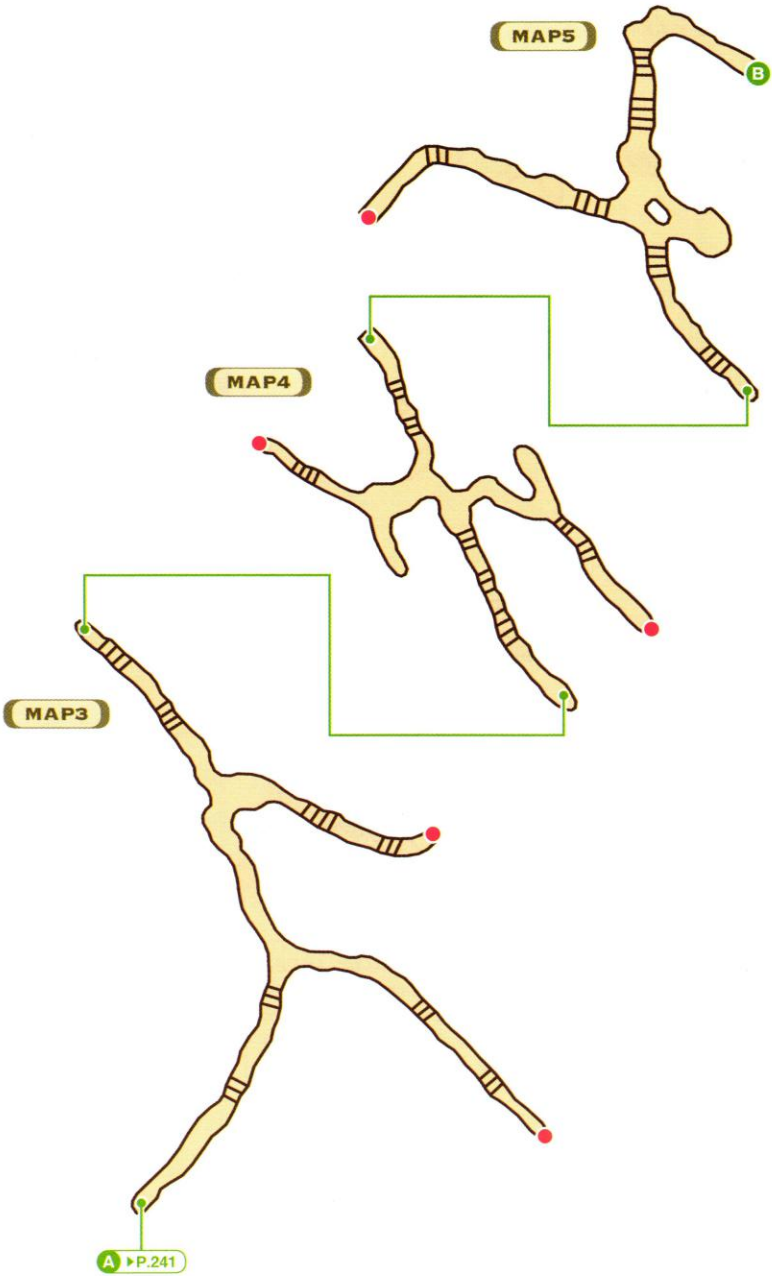
Path of the Soul Pilgrimage, Kardia


A ▸P.242
MAP2
From MAP2 to MAP5, if you proceed along a path other than the correct one, you will randomly be moved to a different map. If you lose sight of the correct path, switch maps repeatedly until a light orb appears.
MAP1
The Tower of Dawn (P.246) The Warp Point appears after START.
A warp point will appear.
Examining this monument will cause a light orb that shows the correct path on MAP2 to appear.
If you do not examine here, you will not be able to reach the correct path, so be sure to inspect it.
START
To the field

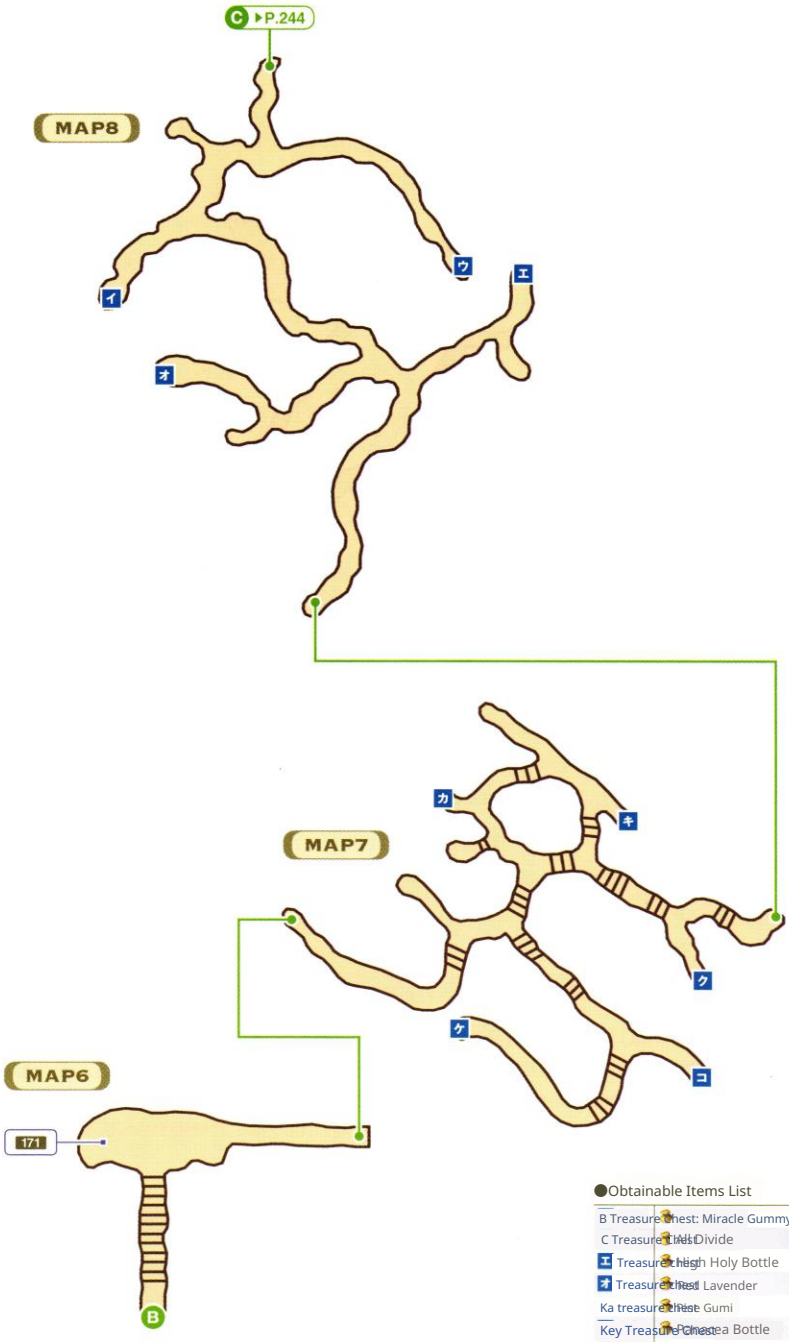
●Obtainable Items List

A Treasure Chest: Graspa Recipe

[How to read the icons ●.....Entrance that moves you to a different path when you pro



How to Read Icon ……Entrance that moves you to a different path when you proceed



●Obtainable Items List

B Treasure Chest:	Miracle Gummy
C Treasure Chest:	Ides Divide
エ Treasure Chest:	High Holy Bottle
オ Treasure Chest:	Red Lavender
Ka treasure chest:	Pine Gumi
Key Treasure Chest:	Panacea Bottle
ク Treasure Chest:	Life Bottle ×2
Treasure Chest:	Red Chamomile
コ Treasure Chest:	Lemon Gummy

●Obtainable Items List

Treasure Chest	Mix Gummy ×2
Treasure Chest	Elixir
Su Treasure Chest	
Se treasure chest	Specific
Treasure Chest	Red Sage

BOSS First, defeat the Cult's Special Magicians

First, focus on defeating the cult's special mages who cast techniques like "Grand Cross" and "Spark Web" in succession. If you set allies' priority actions to target enemies who are chanting, you should be able to stop most of the chants.

The Celestial Knight's attacks all slash forward

Celestial Knight ▸P.319

LV 60 HP 180488 Steel Body 160

Attributes Fire Water Earth Wind Thunder Light Interval

Drops —

Steal —

Cult Special Magician ×3 ▸P.313

LV 62 HP 12976 Steel Body —

Its attacks are narrow in range, being thrusts and stabs. However, the moves come out quickly, so if you are being targeted, prioritize guarding rather than forcing a dodge. Try to time your counterattacks for when the opponent has finished executing their move.

When the Celestial Knight's HP decreases, it will unleash more powerful multi-hit attacks.

Recommended Level 63

Tower of Dawn

Synopsis	Sad Battle ~ Promise

Facilities	Item Shop	Weapon Shop	General Store	Grade Shop	Inn
	○	—	—	—	—

TOWN **DUNGEON**

Story Flowchart

Skit P.372 Sub Event P.281

START

Skits About the Tower of Dawn / I feel uneasy...

Sub Event 2nd Playthrough 174 Shinjer Five ⑤

When you enter the Tower of Dawn, the enemies that appear become noticeably stronger. If you consume a lot of items, do not force it—use the warp points on MAP7 or MAP12 to return to MAP2. Then resupply items at the shop located at the tower entrance, regroup, and use the warp points again to advance deeper into the Tower of Dawn.

1 GIMMICK 1 Solve Gimmick 1 on MAP2 and proceed forward ▶P.247

② Enter BOSS MAP6 and defeat Hasta (4) ▶P.248

Skit About Hasta / New Game+ Soul Salvation

Title: Conway "Soul Savior" (P.114)

This is the final battle with Hasta this time. When you enter MAP6, you'll immediately be thrown into combat, so recover at a green Memory Circle before proceeding.

3 GIMMICK 2 Solve the gimmicks on MAP7~10 and proceed forward ▶P.249

4 BOSS 2 Enter MAP11 and defeat Gigantes Ω ▶P.254

Skits: Try comforting Ricardo again / Ricardo's resolve / Only Mathius remains! / Unexpected actions in the second playthrough

Title: Ricardo "Avenger" (P.090)

Enter MAP12 ▶P.254

Proceeding to the next step leads to the final battle. From the Matthias fight through the battle with the Warlord burdened with despair, you will face three consecutive battles with no chance to heal or swap party members in between. Challenge them in perfect condition. Note that at the next step you can return to Regnum, but you cannot go to other towns and no sub events will trigger. If you have unfinished business, return at this stage.

6 BOSS 3~5 Venus, the Overlord Burdened with Despair Approach the depths of MAP12 and Matis is defeated. After that, Matius is defeated. After defeating him, you will be automatically moved to the Regnum ▶P.254

Escape: Ilia / Spada / Anju / Ricardo / El Mana / Qqyu / Conway

7 Approach Luca's House ▶P.254

8 Approaching Luca's House ▶P.254

If you go to Luca's house, you'll finally reach the ending. If you save your clear data and then continue, you can challenge the Tri-verse Gate.

Ending

Enemy List

Caladrius ▶P.312
HP 33171 Steel Body 80
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Order Special Soldier ▶P.314
HP 12710 Steel Body —
Attributes Fire Water Earth Wind Thunder Light

Order Special Sorcerer ▶P.313
HP 12976 Steel Body —
Attributes Fire Water Earth Wind Thunder Light

▲Uses the same techniques as Amurzes, the boss of the airship Wenthos. Defeat the enemies that appear simultaneously first to isolate it, then fight.

Killer Goyle ▶P.314
HP 6584 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light Dark

Glory Pot ▶P.331
HP 20183 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Li

Gold Golem ▶ P.316
HP 16065 Steel Body 110
Attributes Fire Water Earth Wind Thunder Light Dark

Chesebbank ▶P.317
HP 41254 Steel Body 130
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Regnum Sniper P.332
HP 6356 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Li

Regnum Knight ▶P.332
HP 7944 Steel Body —
Attributes: Fire Water Earth Wind Lightning Light Dark

▲Uses the same techniques as the Sky Castle boss, Aburuhol. You should deal heavy damage with wind-element arts, its weakness.

Legend Wyvern P.332
HP 5911 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light

• Mission data

Number	Enemy group	Condition	Mission reward
1	Cult Special Soldier ×2 / Cult Special Mage ×2	Win within 25 seconds	Obtain "Holywear"
2	Gold Golems ×2	Defeat only the playable character without taking any damage to recover an amount of HP equ	
3	Glory Pot / Legend Wyvern / Killer Goyle ×2	Interrupt enemy chants 10 times to increase OVL by 60% of the maximum	
4	Glory Pot ×2 / Chusepuank	Defeat 2 enemies in the air to obtain "Gungnir"	
5	Cult Special Forces: Legend Wyvern/Glory Pot/Gold Golem — Do not reduce the Rave Gauge		Recovers TP equal to 70% of the maximum

CHECK POINT

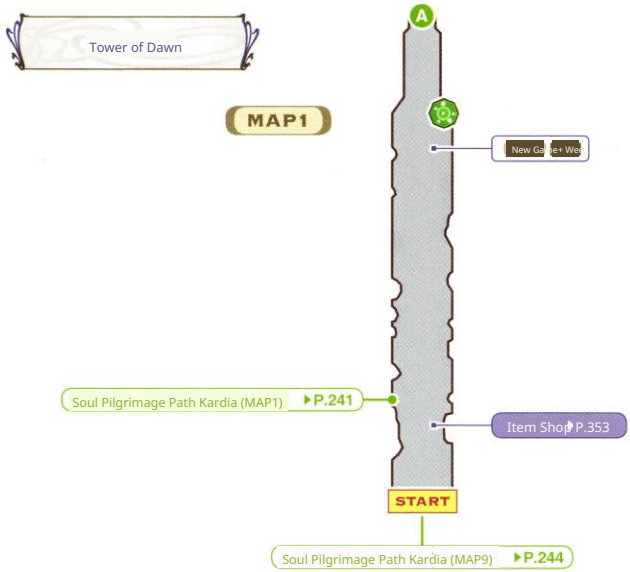
The reward "Gungnir" for number 4 is quite powerful, and since there is no other way to obtain it, you should definitely aim to complete this mission

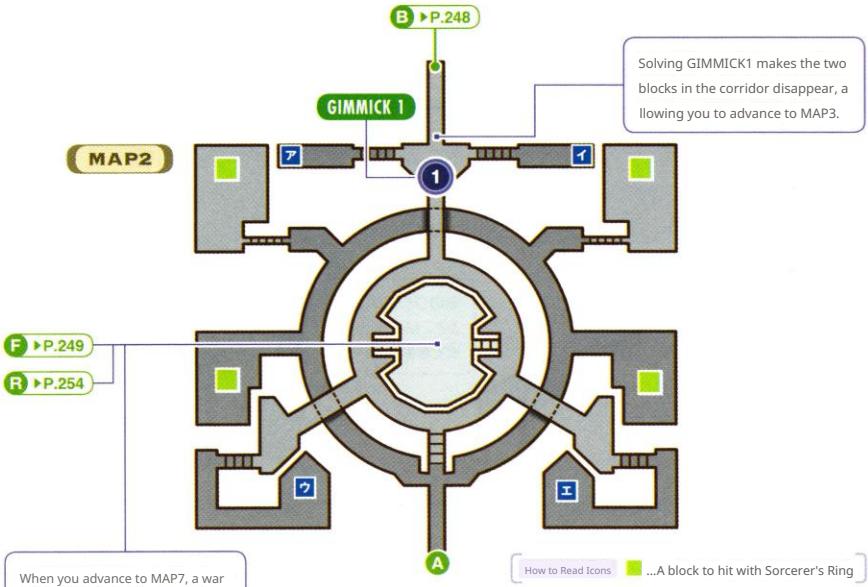
into the air and defeat it. First, have your allies attack the enemy so that

Set the priority action to "Do nothing" so that this happens.

Then, if you defeat the Shusepuank that appear simultaneously first, you can complete it easily. Note that 1 and 2 occur from MAP2 to MAP6, and 3–5 occur from MAP7 to MAP12.

Map





Solving GIMMICK1 makes the two blocks in the corridor disappear, allowing you to advance to MAP3.

When you advance to MAP7, a warp point will appear here, enabling travel to MAP7. Similarly, if you advance as far as MAP12, you can reach the "3rd Layer Select "Go" to warp to MAP12.

Obtained Items List

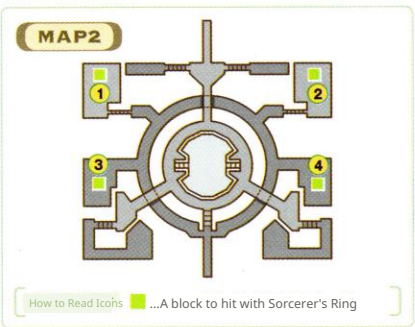
Treasure chest: Croquette recipe	
イ Treasure chest	Croquette sandwich recipe
Chest C	Bahamut Tear
エ Treasure chest	Golden Helm

GIMMICK1 Rotate the blocks to form the correct line

MAP1 has four mechanisms; solving all of them allows you to proceed further. The mechanisms involve shooting floating blocks in the air with the "Sorcerer Ring" to rotate them and then fitting them into the floor. At that point, it is fine as long as the line formed by the blocks is correct. The correct lines are shown below, so rotate the blocks to match the photos.

Any of these blocks only need to be hit 1–2 times with the "Sorcerer's Ring", so they are not difficult.

■ Block Positions



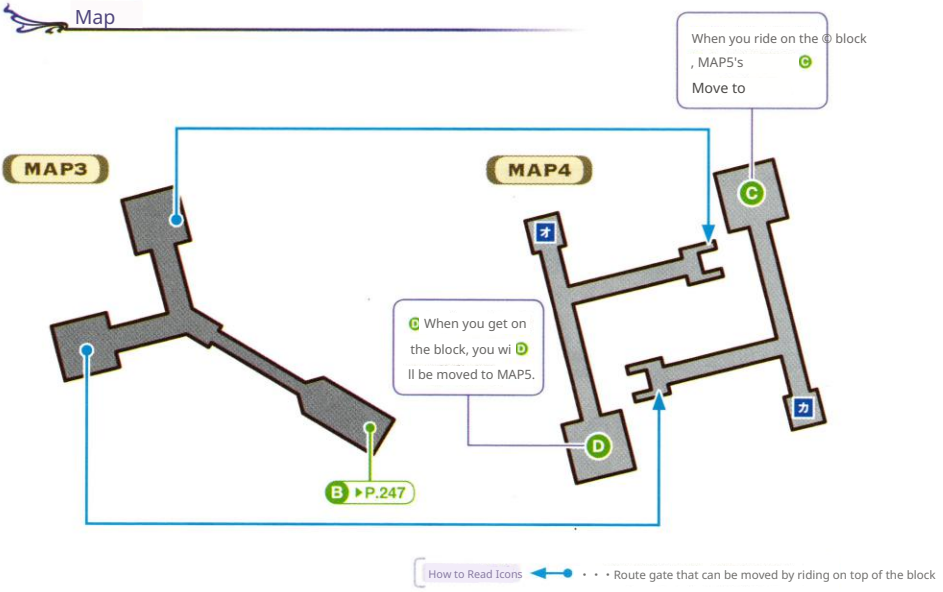
●How to solve the mechanism

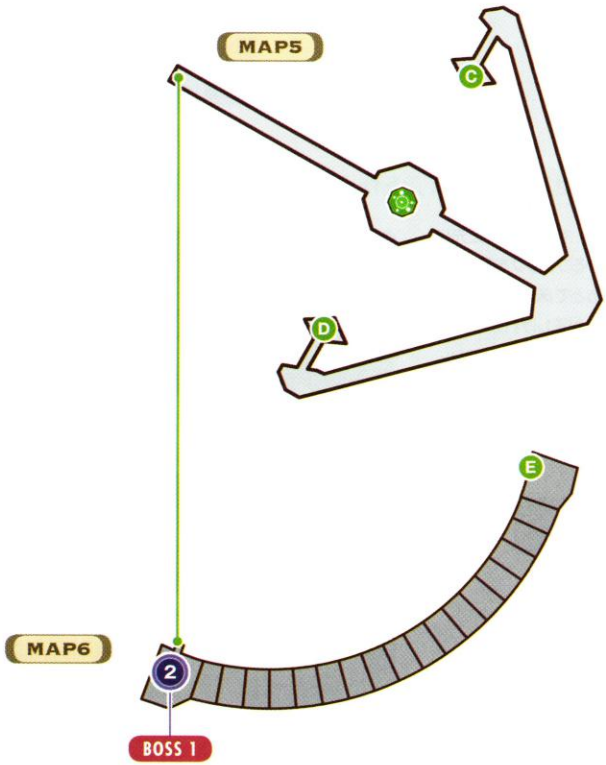
1 Hit the block once and examine it

2 Hit the block twice and examine it

3 Shoot the block once, then examine it

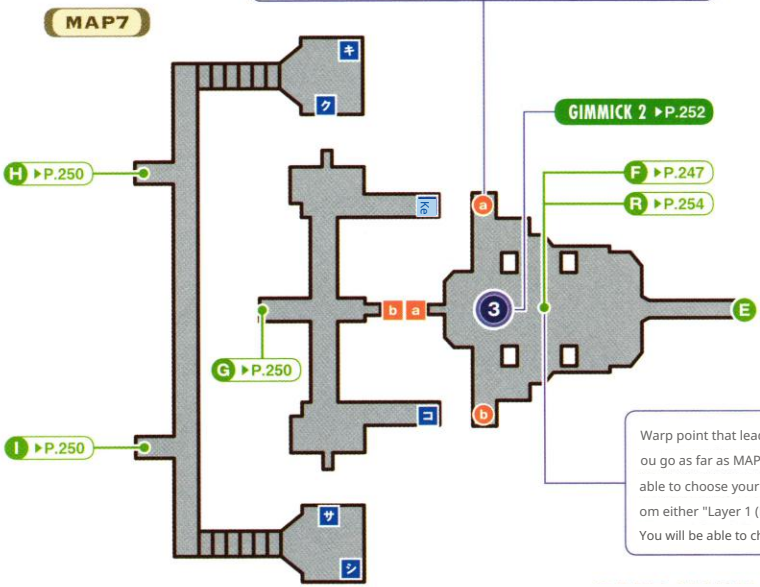
4 Hit the four blocks twice and examine them


When you ride on the © block , MAP5's C Move to
MAP3
MAP4
C When you get on the block, you wi D ll be moved to MAP5.
B ▸P.247
オ
カ
How to Read Icons
• • • Route gate that can be moved by riding on top of the block


MAP5
C
D
E
MAP6
2
BOSS 1

When you shoot the switch with the Sorcerer Ring, the switch and its corresponding b lock move to a specific position. When that happens, you can stand on it and move forward.

MAP7



Warp point that leads to MAP2. If y ou go as far as MAP12, you will be able to choose your destination fr om either "Layer 1 (MAP2)" or "Layer 3 (MAP12)". You will be able to choose.

●Obtainable Items List

O Treasure chest	3
ク Treasure chest	3
キ Treasure chest	3
ク Treasure chest	3
Ke Treasure chest	3
コ Treasure chest: Pine Gummy	3
Treasure chest: Rareware	3
シ Treasure chest	3

Chest Bottle ×2

How to Read Icons

a .....Switch that moves blocks

a .....Block that appears after activating the switch

BOSS 1 Make sure the healer is not caught in Hasta's attacks.

This time, Hasta newly uses "Raging Quake Lightning St rike." This skill deals huge damage to allies within its area and inflicts paralysis. Depending on where allies are positi oned, everyone could be paralyzed at once. Ilia and Anju

Set the tactics so that "Recover" is used preferentially, and also keep the formation toward the rear so that y ou are not caught in "Retsushin Raikougeki". Equip the vanguard attackers with "Paralyze Charm".

Hasta (4) ▸P.324

LV 61 HP 188640 Steel Body 140

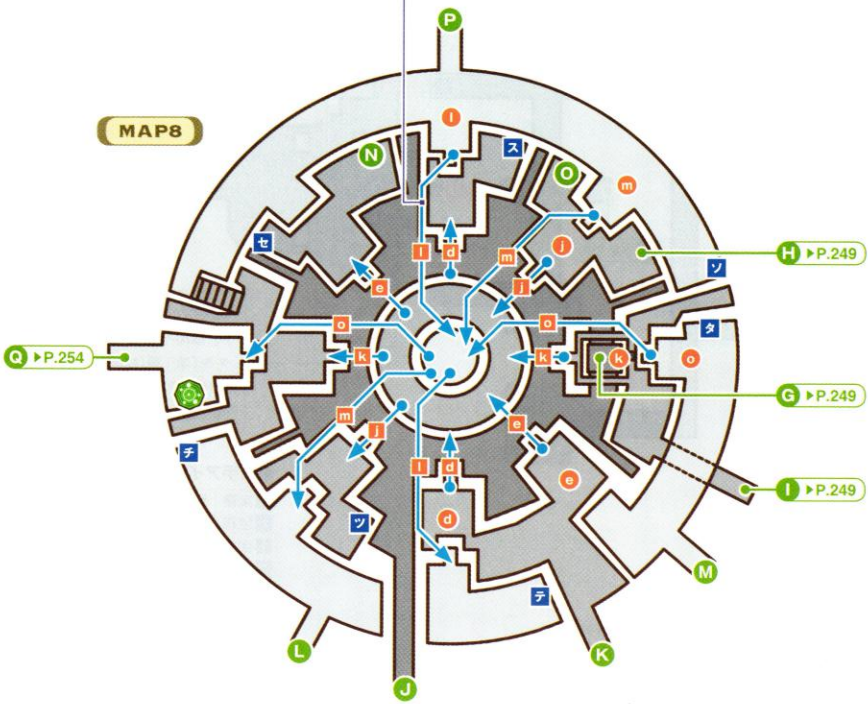
Element Fire Water Earth Wind 雷 Light Pavilion

Drop Thief —

—

Hasta's consecuti ve attacks are ext remely fierce. Pre pare for a prolon ged battle and fight with a focus on defense.

The blocks on MAP8–MAP10 automatically move you when you stand on them. The arrows on the map indicate the direction of movement when you first step onto a block.

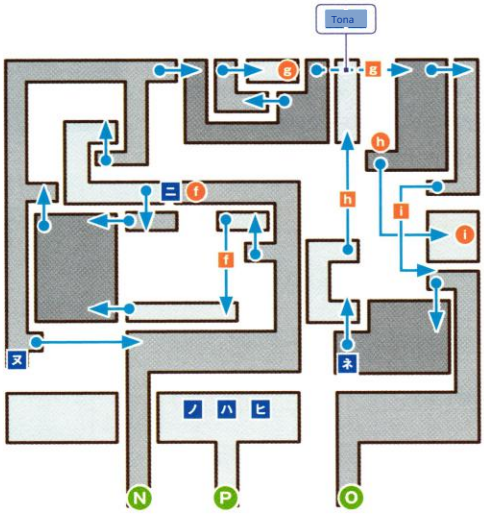


How to Read Icons
◎ ····· Switch that moves the blocks
a ····· After activating the switch, a route where you can move by standing

Obtainable Items List

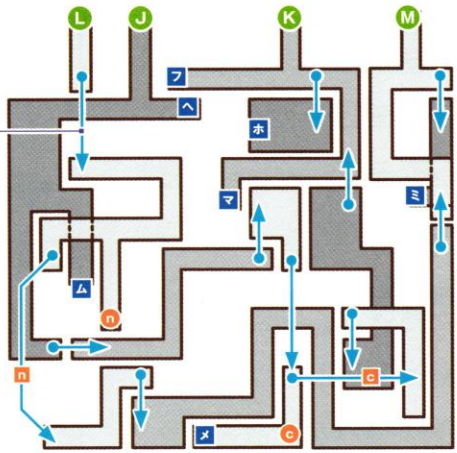
Su Treasure Chest: All Divide	Treasure Chest: Miracle Gummy
Se Treasure Chest: High Holy Bottle	Treasure Chest: All Divide
▽ Treasure Chest: Red Saffron	Treasure Chest: Balsamung
Ta Treasure Chest: Miracle Gumi	E Treasure Chest: Panacea Bottle ×2
Chi Treasure Chest: Chest	Treasure Chest: Miracle Gummi ×3
ツ Treasure Chest: Chest Protector	Treasure Chest: Orange Gum ×3
Te Treasure Chest: Warlock Robe	Treasure Chest: Chest Magic
ト Treasure Chest: Wizard Ribbon	Treasure Chest: Chest Beret
Na Treasure Chest: Star Circlet	Treasure Chest: Dragon Fang
Sun Treasure Chest: Gold Armor	Treasure Chest: Testones Dagger
Treasure Chest: Roasted Savory	Treasure Chest: High Holy Bottle

MAP10



On MAP9 and 10 there are blocks that can be used without operating a switch. When you stand on them they move up and down like lifts or transport you to different locations.

MAP9



a .....Switch that moves blocks

How to read the icons: After activating a switch, routes you can travel by standing on blocks

.....Routes you can travel by standing on blocks

GIMMICK 2 Aim for the top floor by getting through the multi-layered maze

This gimmick involves progressing through a huge maze that spans four maps by making use of switches and blocks. Because the mechanism is quite complex, trying to get the treasure chests later is troublesome. Below is the sequence to reach MAP11 while collecting all the treasure chests, so please use this as a reference as you proceed.

MAP8 is particularly complex. Be careful not to get the order of using switches and blocks wrong.

■Procedure for solving GIMMICK 2 while opening treasure chests

Start

1 In MAP7, place the Sorcerer Ring on the switch

2 Place the Sorcerer Ring on the switch

Open the door

Pass through to MAP9 and open Me
open

3 Place the Sorcerer Ring on the switch

Ride it, Open the fu

4 Go from ® to MAP8 and use the Sorcerer Ring on the switch

Ride d, open the chest, and return to the nearby area

5 Use the Sorcerer Ring on the switch

Ride and open the se

6 Go from there to MAP10 and use the Sorcerer Ring on the switch

Ride and open the day

7 Place the Sorcerer Ring on the switch

8 Stand on the diagram and place the Sorcerer Ring on the switch

9 Place the Sorcerer Ring on the switch

Ride, ride and open it

10 From ◎ go to MAP8 and place the Sorcerer Ring on the switch

Ride it to open the gate on the map, then return to the vicinity

From + go to MAP7 and open , 2 Sh

11 Go from 0 to MAP8 and use the Sorcerer Ring on the switch

Get on, go from there to MAP10, and open the chest

12 Go from e to MAP8 and use the Sorcerer Ring on the switch

Ride on it and open the treasure. Afterwards, ride and return to the area near P

Open it

13 Use the Sorcerer Ring on the switch

Ride on the plate and open the chest

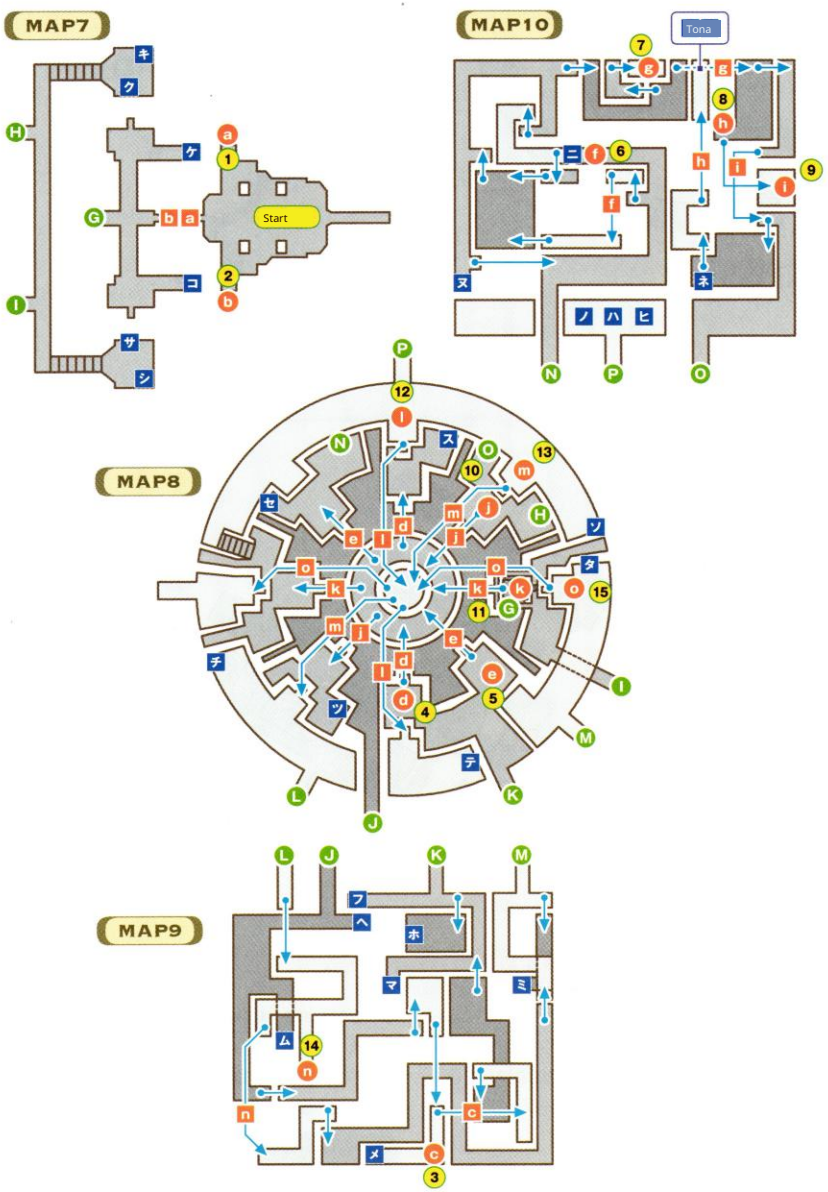
14 Go from L to MAP9 and place the Sorcerer Ring on the switch

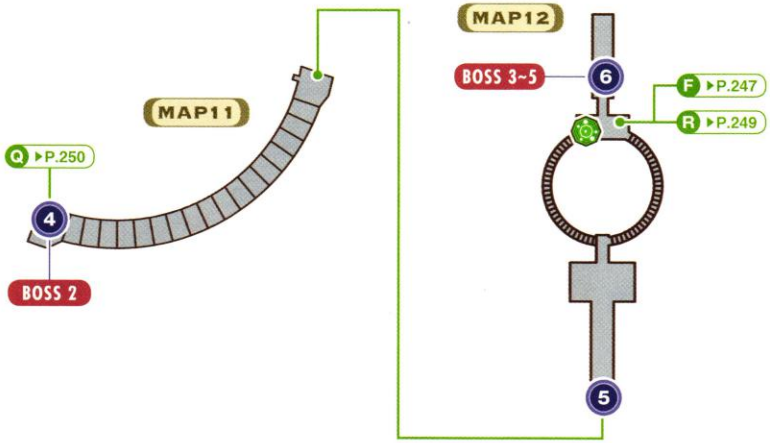
Ride and open your eyes

Go from here to MAP8 and open it

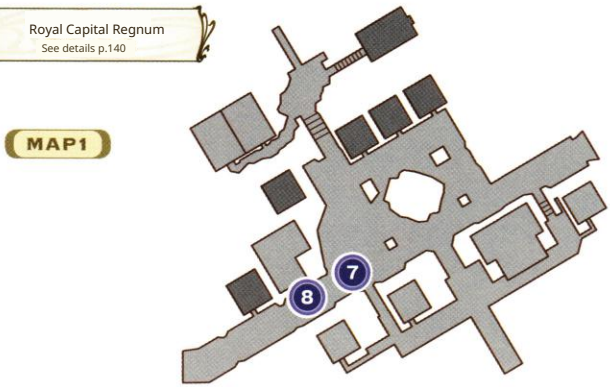
15 Place the Sorcerer Ring on the switch. Then ride to MAP

Overall view of GIMMICK 2


MAP7
Start
MAP10
Tona
MAP8
MAP9
a .....Switch that moves blocks
How to read icons... After activating the switch, a route where you can move by standing on the blocks
.....A route where you can move by standing on the blocks



Royal Capital Regnum
See details p.140



BOSS 2 Watch the movement just before the skill is used and avoid the attack

In the early phase it mainly uses machine-gun attacks and charging attacks. Of these, the charging attack makes a running-up motion just beforehand, so you can avoid it by immediately moving away from its front.

Also, the "Barion Laser" that it begins to use when its HP decreases is a la

Immediately after the laser is fired you will not take damage. You can avoid it by quickly moving away from the spot on the ground that is glowing. "Proton Bomb" involves a leap into the air just before the attack. If you stay pressed close, it won't hit you, so close the distance and attack.

Gigantes Q ▸P.313

LV 64 HP 61380 Copper Body 230

Attribute: Fire Water Earth Wind Thunder Light M

Drop/Steal —

—

If you can at least remember how to dodge the enemy's techniques, you can attack with confidence.

BOSS 3 The healer should prioritize defensive tactics.

Matthias uses consecutive slashes and the area attack "Th under Crash Raid" against nearby opponents, and "Explode" against distant ones. When launching a melee attack, avoid the consecutive slashes by free-running and fight with the i mage of attacking from the rear. "Thunder Crash Raid" exec utes quickly, but if you see the jumping mo vement, immediately guard to somehow block it. Healer

▸P.329

LV 65 HP 222567 Steel Body 260 Attributes Fire W ater Earth Wind Thunder Light Dark

Steal —

Steal —

If you guard as soon as you see the movement, you s hould be able to somehow defend against it. To prev ent the healer from being caught in "Thunder Crash Raid," place them at the rear of the formation. Also, t o prepare for "Explode," set a strategy to hold a defe nsive stance except when casting spells.

When Matthia s is chanting "Explode, " it is a great oppo rtunity to counterattack.

BOSS 4 Prevent the repeated casting of high-level artes

Especially beware powerful high-level artes like "B lack Hole" and "Impressive End". When Matias Venu s begins chanting, immediately focus your attacks t o stop the activation. However, if you judge that you cannot break his steel body in time to stop the chan t, cast Magic Guard early. Matias Ven us

▸P.329

LV 66 HP 129392 Steel Body 160 Attributes Fire Water Earth Wind Lightning Light Dark

Steal —

Steal —

He also frequently uses "Abrupt End," which scatters explosive spheres of light. After the spheres appear th ere is a delay before they explode, so either flee by fre e-running or guard in place. Note that the battle conti nues afterward, so try to conserve healing items as m uch as possible.

The positions of t he light spheres f ollow two patterns. Both have a short delay before exploding It takes time.

BOSS 5 The technique boasts tremendous power

In the early stages, the combo from "Shunjin Gekka -sho" into "Guren Shū Sōjin" is frequently used. If all h its connect, it deals over 1,000 damage, so it is import ant not to stand directly in front of it whenever possib le. Counterattack the landing spot after "Guren Shū S ōjin." More concerning is the secret ultimate "Maō Kai metsu-ji" which deals nearly 3,000 damage; because it can nearly one-shot a character, refrain from all actio ns during Over Limit and focus on defending.

"Meikō Shūretsu- sen" If you move away from the sp ot immediately af ter it emits light, you can avoid being hit direct

In the late stage, the charging attack "Guren Shunjin -shō," which deals over 1,500 damage, becomes a threa t. Its attack reach is very long, so once it starts using th is move, the healer should switch to a defense-first str ategy and concentrate on recovery.

The enemy's HP is quite high. Once the steel shield is broken, healers should switch to an offen and unless everyone links their combos together, it will be difficult to defeat it.

The Overlord Burdened with Despair ▸P.318

LV 67 HP 252,720 Steel Body 290

Element Fire Water Earth Wind Thunder Light 闇

Drop/Steal —

Drop/Steal —

Post-Clear Enjoyment

Just watching the story's ending does not mean you have fully completed the game.
Even after clearing the story, there are still plenty of enjoyable elements remaining.

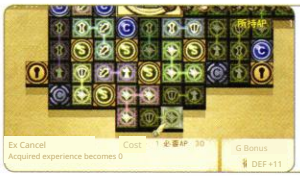
A new adventure begins with a "Clear Save"

When the ending movie finishes, the options "Clear Save" and "Quit" will appear. If you choose "Clear Save" here, you can save the clear data, and when the save is finished you will return to the title screen. After that, if you load the clear data, you will be able to choose whether to start a New Game Plus or continue your adventure using the post-clear data.

Data saved with "Clear Save" will have a ☆ mark before "TIME" A ☆ mark appears before is equipped.

Elements added after clearing

If you load the clear data and choose "No," you can resume your adventure from just before Tower of Dawn ⑥ (P.245). At that time, the game will have the following elements added, so take your time enjoying the post-clear world. By the way, if you examine the golden statue in the Myuce Village (P.238), you can start a New Game+ run at any time.



Some abilities cannot be learned until you complete the game.

New features after clearing

The Arena extra battles are unlocked If you go to the arena west of Sania Village, extra battles that let you rematch bosses defeated in the main story are unlocked. For detailed strategies, please see the Extra Battles攻略 starting on P.292.

The door that leads to the other world and lets you challenge the extra dungeon, the "Triverse Gate," will appear. It is an extra dungeon where enemies are stronger than in the main story. Check the walkthrough starting on p. 294 before attemp

An "Unknown" difficulty appears An "Unknown" difficulty is added to battles. In "Unknown," enemies are greatly strengthened, allowing you to enjoy battles under tougher conditions. On the other hand, the reward is also substantial: the experience points gained become 1.5 times. Try it if you're confident in your skills.
と

The words of Kyukyu and Conway are displayed The other worldly language spoken by Kyukyu and Conway will be shown in Japanese in the game's message window. The words in skits and movies are also translated, so you can understand the true intent of the two.

Newgame+ becomes available at any time

A golden statue appears in the Mewse village. Examining it lets you start Newgame+ at any time. Also, from the second playthrough onward, you can begin a Newgame+ just by visiting Mewse village even without clearing th

Skits and movies can be rewatched

You will be able to rewatch skits and movies you have viewed once. To watch them, simply speak to the elder Rhoda in Mewse village. The collection rate for these will also be displayed, so aim for 100%.

Start the second playthrough by carrying over clear data

If you load clear data and select "Yes," you can begin a new game from the start. At this time, items such as entries in the "Record" section are automatically carried over, but most things cannot be carried over without using the New Game+ shop. The New Game+ shop is a shop where you use grades earned in battle to choose which elements to carry over to the next playthrough.

The New Game+ shop offers as many as 27 different carryover options, but you cannot carry everything over at once. Choose the necessary items according to your playstyle and prioritize them. The cautions for that are as shown at the lower left. By the way, the table at the lower right lists recommended carryover options to make the second playthrough easier, so please refer to it.

Notes for carrying over progress

- Grades not used at the New Game+ shop will disappear. However, any grades that have been used will return the next time you visit the New Game+ shop. Note that any amount exceeding the maximum grade value of 9999 will be lost.
- If you carried over an option that increases the maximum number of held items for New Game+, and you do not carry over the same option for the subsequent playthrough, any amount exceeding the maximum will be lost.
- If you use item carryover, the physical attack of the "Demonic Sword [GRADE]" (P.335) will also be carried over

Recommended carryover options for the second playthrough

Carryover options	Required grade
Carry over items	120
Carry over parameters	200
Carry over Rave	50
Carry over tactics	10
Carry over recipes	100
GRADE carryover	10
Acquired GRADE doubled	500
Total	990

Items in the carryover shop

Carryover items	Required Grade
Item carryover	120
Carry over Gald	100
GRADE carryover	10
Carry over parameters	200
Carry over titles	100
Carry over Bond Points	10
Carry over Rave	50
Carry over Tactics	10
Carry over Recipes	100

Carryover items	Required Grade
Character usage count carryover	10
Item capacity: 30 items ※1	50
Item capacity: 60 items ※1	200
Item capacity: 99 items ※1	500
Experience gained 0.5× ※2	10
Experience Gained x2 ※2	700
Experience Gained x5 ※2	2000
Gald Obtained x2	800
GRADE Obtained x2	500

Carryover items	Required Grade
Acquired AP doubled	1000
Increase OVL rise	1500
Increase Rave value rise	1000
Double capacity	1500
Increased item drop rate	600
Increased rare item drop rate	1000
Carryover of monster encyclopedia ※3	10
Full unlock of monster encyclopedia ※3	1000
Full unlock of skit players ※4	1000

※ 1: Non-transferable inheritance item.※ 2: Carryover items that cannot be duplicated. ※3: Carryover items that cannot be duplicated. ※4: Once purchased, skit players will remain fully unlocked in subsequent playthro

Newly occurring sub-events & skits

From the second playthrough onward, skits and sub-events that did not occur in the first playthrough will begin to occur. They are all worth seeing at least once, but overall their occurrence windows are relatively short.

Some items can only be obtained by viewing sub-events that are added in the second playthrough, so check the table below to avoid missing them.

Skits added in the second playthrough

About the garden of waiting for gods P.372
Came ▸P.365
The True Identity of Kyrkys ▸P.366
Coda's previous life? ▸P.371
Knowledge of Conway ▸P.367
Conway Is an Enemy P.369
Cyan and Matias P.371
Creation of Souls ▸P.372
A Little Payback P.382 ▸
It's a bit embarrassing but P.362
What was that? P.382 ▸
Hartmann and the Hot Spring
Unexpected Action ▸P.372

Sub-events added in the second playthrough

003 Find Hasta ① ▸P.261
007 Shinja Five ① ▸P.261
025 Shinja Five ② ▸P.263
026 Chitose Fan Club ① ▸P.263
059 Shinja Five ③ ▸P.267
064 Chitose Fan Club ② ▸P.267
068 Chitose Fan Club ③ ▸P.268
077 Find Hasta ② ▸P.268
100 Search for Hasta ③ ▸P.271
110 Shinjar Five ④ ▸P.272
169 Hidden Power ▸P.280
174 Shinja Five ⑤ ▸P.281

Spada & Ange Chapter

Spada

Anju

Check out the main story's titles and costumes too!

Spada: Perverted Demon King

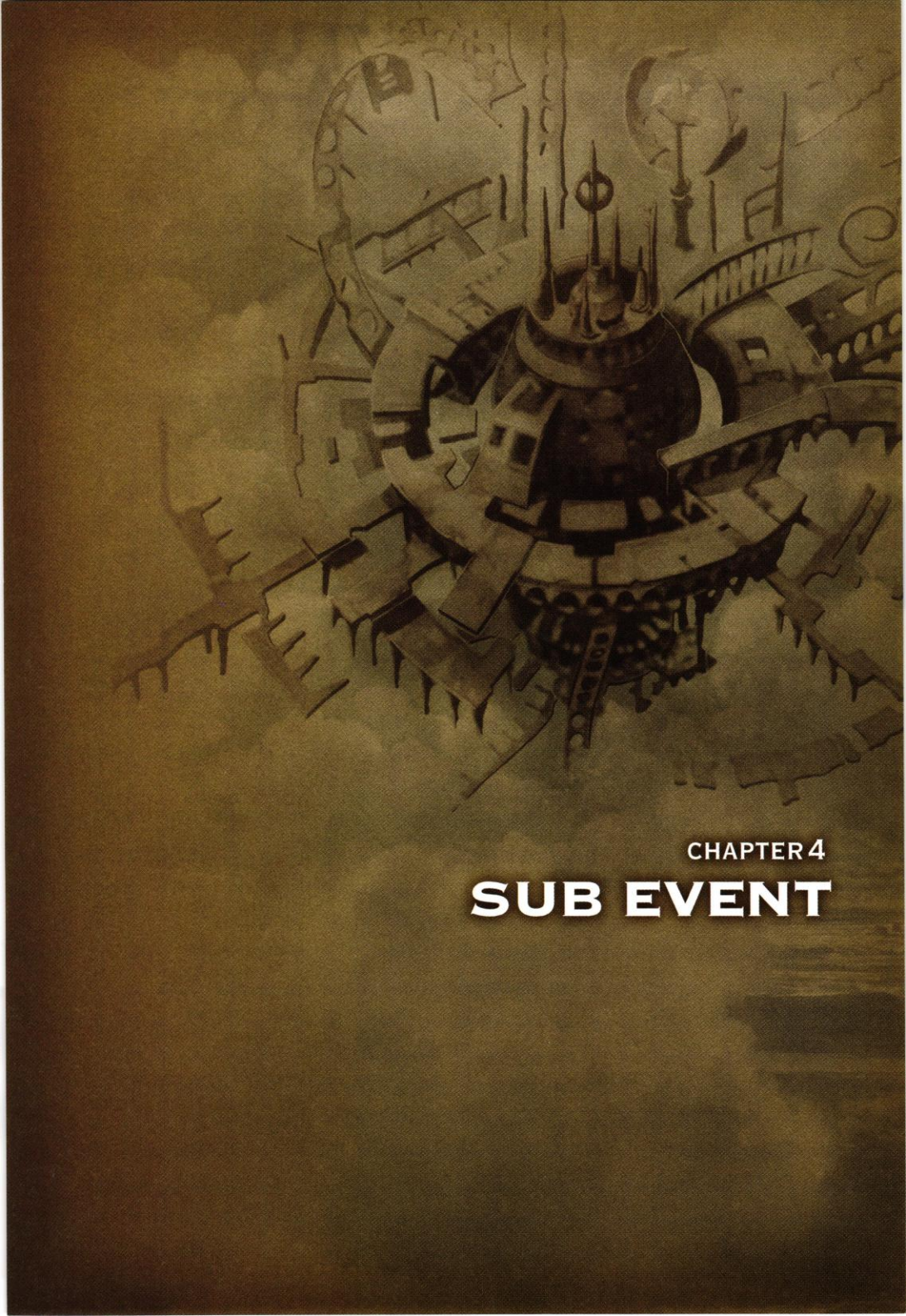
Spada: The Great Thief of the Corner

Spada: An Elegant Noble

Ange: The Scolding Maid

Ange: Angel on the Sand

Ange: Yamato Nadeshiko



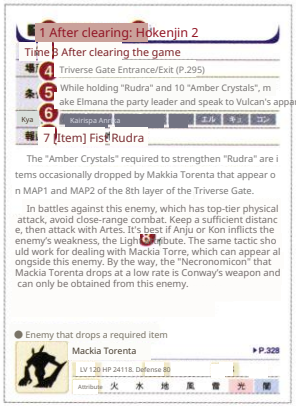
CHAPTER 4

SUB EVENT

Introduction to Sub-Events

Sub-events where you can see unexpected sides of the characters and obtain special rewards. They are introduced in order of occurrence, so clear them all and fully enjoy the game.

2 How to read the sub-event list


1 After clearing: Hokenjin 2
Time 3 After clearing the game
4 Triverse Gate Entrance/Exit (P.295)
5 While holding "Rudra" and 10 "Amber Crystals", m
ake Elmana the party leader and speak to Vulcan's apparition.
6
7 Item] Fist Rudra
The "Amber Crystals" required to strengthen "Rudra" are i
tems occasionally dropped by Makkia Torenta that appear o
n MAP1 and MAP2 of the 8th layer of the Triverse Gate.
In battles against this enemy, which has top-tier physical
attack, avoid close-range combat. Keep a sufficient distanc
e, then attack with Artes. It's best if Anju or Kon inflicts the
enemy's weakness, the Light attribute. The same tactic sho
uld work for dealing with Mackia Torre, which can appear al
ongside this enemy. By the way, the "Necronomicon" that
Mackia Torenta drops at a low rate is Conway's weapon and
can only be obtained from this enemy.
Enemy that drops a required item
Mackia Torenta
P.328
LV 120 HP 24118. Defense 80
Attribute

Sub-event numbers

Numbers assigned by this book in the order in which sub-events occur. In story chapters (P.129) and similar sections, each sub-event is indicated by this number. Note that numbers printed in red denote events that occur only during a limited period.

② **Sub-event name**

The name of the sub-event. Events that occur in a second playthrough or after clearing the game are marked with that icon to the left of the name. If the story continues into another sub-event, the page number of the continuation's introduction is listed to the right of the icon.

Timing

The period during which sub-events can occur. Notations such as "Royal Capital Regnum" correspond to the flowchart numbers in the story for each map in this chapter.

④ **Location**

The map where sub-events occur.

⑤ **Condition**

Conditions required to trigger the sub-events.

Characters

Party characters required to trigger the sub-events. The correspondence between character names and their abbreviations is as follows.

Rucarca	Iri Ilia
Supa Spada	An-Anju
Ricari Ricardo	El-Elmana
Kyukyukyu	Con-Conway

⑦ Titles, items, gald, etc., obtained when clearing the sub-events are listed.

⑧ **Explanation**

For those that require multiple steps to clear or require defeating enemies, explanations are provided. Items without explanations are cleared as soon as the triggering conditions are met.

List of sub-events by occurrence location

Royal Capital Regnum P.140	001 002 003 018 019 020 021 022 023 024 025 026 027 060 061 062 063 064 065 130 172
Fulfi Forest P.142	131
Mountain Pass Camp P.142	006 013 112
Regnum Pass P.144	007 113
Western Battlefield P.14	004 017 132 133
Holy City Naos P.150	008 009 010 011 012 014 015 016 028 029 030 031 032 033 034 067 068 134 135 136 137
Naos Base P.154	138
Shopkeeper's Mansion P.	066 114
East Country Ashihara P.166	035 036 037 038 069 070 115 139 140 141
Ashihara Royal Tomb P.	071
Garam Harbor P.173	039 040 041 057 058
Calypso Mine P.174	142
Western Country Garam P.178	042 043 044 045 046 047 048 049 050 051 052 053 054 055 056 116 117 143
Battleship Lavender P.18	059
Southern Country Galpos P.194	072 073 074 075 076 077 078 079 080 081 084 118 144 145
Galbos Jungle P.198	144
Grigori Village P.202	082 083 147
Commercial City Mamoon P.204	085 086 087 088 089 090 091 092 093 094 108 119 120 121 148 149 150
Supply Base Thorte P.206	095 096 097 098 099
Northern Country Tenoch P.214	100 101 102 103 104 105 106 107 122 152
Garden of Divine Waiting	109 110 111 157
Tenos Weapons Factory	123 153 154 155 156
Sky Castle P.230	124 125 126 127
Sania Village P.236	128 129 158 159 160 161
Myus Tribe Village P.236	162 163 164 165 166 167 168 169 170 173
Kaldia Pilgrimage Route of Souls P.240	171
Tower of Dawn P.245	174
Triverse Gate P.294	175 176 177 178 179 180 181 182 183
All Inns	005

001 World-Traversing Great Adventurer ①

NEXT-> 002 (P.261)

Time	Only while in the Capital Regnum (P.140)
Location	Inside a house on Capital Regnum MAP1 (P.140)
Condition	Examine the book on the desk
Character	Luca Ilis / Anrica Elkyu / Con
Reward	—

The event in which you search for the adventurer Tony's diary, scattered across the world. There are 18 in total, but you do not need to clear them in order. Incidentally, in this event only the covers have been written so far; the contents are still blank.

In subsequent sub-events, the town where the diary is located will include little anecdotes and notes on Luca and the others' movements from Tony's perspective.

002 World-spanning Great Adventurer ②

NEXT-> 009 (P.261)

Timing	After Royal Capital Regnum 2 (p.140)
Location	Regnum Capital MAP1 Inside House 1 (P.140)
Condition:	Examine the book on the desk
Character:	Lucailispa / アン / Frog / キュ / コン
Reward	—

003 New Game+ Find Hasta ①

NEXT→ 077 (P.268)

Period:	Only between Fulfi Forest / Pass Camp (p.142)
Location:	Near the stairs to the harbor on Royal Capital Regnum MAP1 (p.140)
Condition:	Talk to Hasta
Character:	Luca, Rucaias, Spa, An, Ricael, Q Con
Rewards	—

This sub-event continues up to ③ and must be cleared in order. Upon clearing the final ③ you will obtain the weapon "Hasta no Yari." This weapon can only be acquired here, so be sure not to miss it.

In particular, because this first event has a short occurrence period, be sure to talk to Hasta immediately upon arriving at the Royal Capital Regnum.

004 Stamina Is Capital

Period	After Western Battlefield ② (P.146)
Location	Western Battlefield MAP2 In front of the treasure chest on the right Rewards
Condition:	Talk to a Royal Capital soldier
Characters	Luca, Ilia, Spa, Arika, Ki, Kyukon
Rewards	[Recipe] Karaage Potato (P.022) [Items] Chicken, Potato

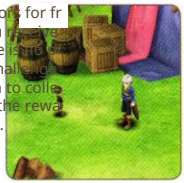
005 Unable to stay at the inn

Period	West Battlefield ⑥ (P.146) onward
Location	All Inns
Condition	Attempting to stay when you do not have the gald required to stay at the inn
Character	Ruka Ilia, Supa An, Kaeru Ky / Con
Reward	—

The content slightly changes depending on which character is set as the party leader. If you want to see another character's version after viewing one, go out into the field and return, then change the party leader to that character. By the way, Luca and Ilia share the same content.

006 Rock-Paper-Scissors Master

Timing:	After the Western Battlefield (p. Pass camp MAP1 left side (p.143)
146) Location:	Talk to the boy
Character	Fulca Ilia, Anrica, Qy Con
Rewards	[Title] Spada "Rock-Paper-Scissors Master" (P.074) [Item] Sage (first time)/Apple Gummy (from 2nd time onward)



You can play rock-paper-scissors for free; if you win on the first try you receive Spada's title and a "Sage". There is no penalty for losing, and you can challenge repeatedly, so it's also an option to collect the "Apple Gummy" listed as the reward from the second time onward.

007 Second Playthrough: Ginger Five ①

NEXT-> 025 (P.263)

Timing	Western Battlefield ⑦ (P.146) ~ Western Battlefield ⑧ (P.146)
Location	Regnum Pass MAP2 Bridge (P.145)
Condition	Attempt to cross the bridge
Characters	Luca, Ilia, Spa, An, Present / カ / Elkyu / コン
Rewards	—

008 Lost Item

Timing	Holy Capital Naos START (P.150)~ Until the Shopkeeper's Mansion ⑩ (P.163)
Location	Holy Capital Naos MAP1 Inn (P.151)
Condition:	Stay at an inn and then go outside
Character	Ka Ti Supaanrikaerukyukon
Rewards	[Title] Luka "The Forgetful Boy" (P.058)

009 Great Adventurer Traversing the World ③

NEXT→ 263)

Period	Holy City Naoce START (P.150) onward
Location	Holy City Naoce MAP1 Inside the Inn (P.151) Right Room
Condition	Examine the book on the desk
Character	Luka Ilia, Supaanrikaeru Kyukon
Rewards	—

010 Coda and Ringo

Timing	Holy City Naos START (P.150)~ Naos Base 13 (P.155)
Location	Saint City Naos MAP1 Left side of the square (P.151)
Condition	Examine the glowing spot on the stall
Character	Fulca Ilia Paanricael Q
Reward	[Title] Ilia "Lookalike Owner" (P.066)

011 Lost Brooch

Timing	Holy City Naoce START (P.150) onward
Location	Holy City Naos MAP1 Upper right of the plaza (P.151)
Condition	Talk to the older sister
Character	Fulca Ilia Paanricael Q Con
Reward	[Recipe] Sandwich (P.021)

To clear, the valuable item "Brooch" is required. This item can be obtained at Regnum Pass, where you stopped before visiting the holy city Naos. If you have obtained it in advance, you can skip ① and ② in the event progression chart below.

chart and skip ① and ②, then

The recipe for the reward "Sandwich" can be obtained at that location.

■ Event Progression Chart

1. Speak to the woman in the upper right of Saint City Naos MAP1
2. Investigate the glowing point near the broken bridge on Regnum Pass MAP1 (P.145) and obtain the "Brooch"
3. Talk again to the woman you spoke to with ●

012 Wonder Chef ①

NEXT-> 020 (P.263)

Period	Holy City Naoce START (P.150) onward
Location	Holy City Naoce MAP1 (P.151)
Condition	Approach the path to MAP2
Character	Lukairi Spa Ann Rael Cu econ
Rewards	[Recipe] Choco Banana (P.026) [Items] Banana ×3, Chocolate ×3

When you examine the large pots scattered around the world

Wonder Chef

A Fu appears. Then they give you the recipe and materials. This event consists of up to ? steps, but there is no need to view them in order. By the way, this ① advances the story

They will definitely occur during the course, so there is no need to worry about missing them.

013 Nekor ①

NEXT-> 014 (P.262)

Period	Forest of Sorrow 3 (P.152) onward
Location	Pass Camp MAP1 Upper Side (P.143)
Condition	Make Conway the party leader and talk to the cat
Character	Ruka Ira Paanricael Q Con
Rewards	—

There are five in total, and you can clear ①–④ in any order you like. If you clear the final ⑤, you will receive Conway's weapon "Nekoru," which can only be obtained through this sub-event, so be sure to complete it.

014 Necorl ②

NEXT-> 049 (P.265)

When	After the Forest of Sorrow (P.152)
Location	Holy City Naos MAP1 Inside Inn (P.151) Left side
Conditions	Make Conway the party leader and talk to the cat
Characters	Ruka スパニ リカコル Kyu Con
Rewards	—

015 Conway and Neko NEXT→ 262) 034 (P.264) 067 (P.267)

Timing	Naos Base ⑩ (P.154) onwards
Location	Saint City Naos MAP1 Inn left side (P.151)
Condition	Talk to Neko
Character	Furuka Ispa Ann Ricaelkyu Con
Rewards	【Title】 Conway "Cat Lover?" (P.114) 【Item】 Mackerel ×2

016 Obtain Toro

Timing	Naoce Base ⑩ (P.154) onwards
Location	Holy City Naos MAP1 Inside Inn (P.151) Left side
Condition	015 While "Conway and the Cat" has been cleared, inside the inn examine the wooden box on the left side
Character	Ka Aispa Anrika Eruikon
Reward	[Title] Luca "Together with Toro" (P.058)

After watching 015 "Conway and the Cat", when you enter the inn in the Holy City Naos, Conway senses something. After that, if you examine the wooden box immediately to the left, you will find a letter from Toro and obtain Luca's title.

017 Soldiers and Mercenaries

Timing	Naos Base (P.155) ~ Shopkeeper's Mansion ⑩ (P.163)
Location	West Battlefield MAP1 Center (P.147)
Condition	Speak to the kingdom army commander
Character	Furka Ilia Spa An Rika Elkyu Kon
Rewards	—

Introduction to Sub-Events 010 ~ 017

018 Nostalgic Remnants

Timing	Naos Base (P.155) ~ Up to the Shopkeeper's Mansion ⑩ (p.163)
Location	Regnum Capital MAP1 Near the entrance/exit (p.140)
Condition	Talk to the boy
Character	Ruka Ili Supa Anri Kael
Rewards	[Title] Conway "Poor at Playing Catch" (p.114) [Item] Mixed Gummi

019 Great Adventurer Who Traverses the World ④ NEXT 263

Timing	Naos Base ⑫ (P.155) and after
Location	Regnum Capital MAP1 Inside House 1 (P.140)
Condition	Examine the book on the desk
Character	Luis Pa Anri Kael Q
Rewards	—

020 Wonder Chef ②

NEXT-> 038 (P.264)

Period	After Naos Base (P.155)
Location	Capital Regnum MAP1 Port (P.140)
Condition	Examine the moving pot
Character	Kairispa Anrika El
Rewards	[Recipe] Salmon Meunière (P.024) [Items] Salmon, Salt, Mochimochkin Flour

021 The Great Phantom Thief on the Street Corner

NEXT-> 031 (P.267)

Timing	Naos Base ⑫ (P.155~) The Shopkeeper's Mansion ⑩ (P.163)
Location	Royal Capital Regnum MAP1 In front of Luca's House (P.140)
Condition	Approach in front of Luca's house
Character	Furuka Ili Supa An Ri a Eruky Kyu
Rewards	—

022 Delinquent Nob

Period	Naaosu Base ⑩ (P.155) onwards
Location	Royal Capital Regnum MAP2 right side (P.141)
Condition	Speak to the man
Character	Furuka Ili Supaan Anrika Kyu
Reward	【Title】 Sparda "A Noble of Grace" (P.074)

023 Gold Koda Silver Koda

Period	Naos Base (P.155) ~ To the shopkeeper's mansion (P.163)
Location	Royal Capital Regnum MAP2 Top right (P.141)
Condition	Speak to the girl
Character	Fulca Mairi Spa Anrika "El
Reward	[Title] Ilia "Honest to Desire" (P.066)

If you hear a girl talking about fairies, go to Fulfy Forest MAP3 (P.143). When you try to pass in front of the spring there, the continuation of the event will occur.

024 Picking Up (E

NEXT-> 025 (P.267)

Period	only between Naos Base (p.155)
Location	Regnum Capital MAP1 Near the plaza stalls (p.140)
Condition	Approach Ilia
Characters	Rukairi Supa Anrica Miel Qyu
Rewards	—

025 New Game+ Shinjer Five ②

NEXT-> 059 (P.267)

Timing	Regnum Stalactite Cave ⑨ (P.160) ~ Up to the Shopkeeper's Mansion ⑩ (p.163)
Location	Regnum Royal Capital MAP1 Near the plaza fountain (P.140)
Condition	1007 With "Shinja Five ①" cleared, approach the fo untain
Character	Luca Ili Supa An Ri a El Q Co
Rewards	—

026 21 Eye Chitose Fan Club ①

NEXT-> 064 (P.267)

Timing	Regnum Stalactite Cave ⑨ (P.160) ~ Up to the Shopkeeper's Mansion ⑩ (P.163)
Location	Capital Regnum MAP1 Port (P.140)
Condition	1025 Clear "Shinja Five ②", then once on the map After entering and exiting, approach Shinju Blue and the others
Character	Furka イリ Supaan Ri a El <Kyu Co
Reward	—

027 Scolding Maid

Timing	Shopkeeper's Residence 6 (P.163) onwards
Location	Royal Capital Regnum MAP2 Near the entrance/exit inside Spada's house (P.141)
Condition	Speak to the maid with brown hair
Character	Furukairi Supaanrika Er
Reward	[Title] Anju "The Scolding Maid" (P.082)

028 Imana and the Coin

Timing	Shopkeeper's Mansion (P.163) ~ Up to Shopkeeper's Mansion (P.163)
Location	Holy Capital Naos MAP1 Near the plaza (P.151)
Condition	Approach the plaza
Character	Fulca Ili Spada Ann Rica El
Rewards	【Title】 Elmana "Hard Worker" (P.098) 【Gald】 1 Gald

029 The Great Adventurer Who Travels the World ⑤

NEXT-> 063 (P.264)

Timing	The Shopkeeper's Mansion ⑩ (P.163) and thereafter
Location	In the right room inside the inn on Saint City Naos MAP1 (P.151),
Condition	examine the book on the desk
Character	Fulca Ui Spa Arika Kyu Co
Rewards	—

030 Wonder Chef ③

NEXT ➡ 035 (P.264)

Timing: The Shopkeeper's Mansion (p.163) and later
Location: Holy Capital Naos MAP1 Upper-right of the Plaza (p.151)
Condition: Examine the moving pot
Character: Furuka Iri Spa Anrikael Kyu Con
Rewards: [Recipe] Hamburger (P.022)
[Item] Pork, Beef, Onion

031 Economical Cooking

Timing: Merchant's mansion (P.163) and thereafter
Location: Holy City Naos MAP1 left side (P.151)
Condition: Speak to the aunt
Character: Luca Iri Spa Anrikael Kyu Con
Rewards: [Recipe] Tofu Steak (P.025)
[Item] Tofu ×3, Mushroom

032 Errand

Timing: The Shopkeeper's Mansion (P.163) and thereafter
Location: In front of the house on the left of Saint Capital Naos MAP1 (P.151)
Condition: Talk to the aunt
Character: Luca Iri Spaan Rika El Kyu Con
Reward: [Recipe] Apple Pie (P.027)
[Items] Apple ×2, Egg, Mochimocchin Powder
[Gald] 450 Gald

When you speak to the aunt, she asks you to buy 15 "Apples." Afterward, if you give the required number of "Apples" to the aunt, you receive a reward. By the way, "Apples" can be purchased at the tool shop in the Holy City Naos for 10 Gald each. The reward more than covers the cost.

033 Love Troubles

Timing: Shopkeeper's Mansion (P.163) ~ Battleship Lavender (Up to P.189)
Location: Saint City Naos MAP1 Near the Road to the Port (p.151)
Condition: Make Luca the party leader and speak to the troubled young man
Character: Maruka Iris Pa Anrika Er Con
Rewards: [Title] Luca "Boy Troubled by Love" (p.058)

034 Cat Tamer

NEXT-> 134 (P.276)

Timing: The Shopkeeper's Mansion (P.163) and thereafter
Location: Saint City Naos MAP1 Inside Inn (P.151) Right Side
Condition: 015 With "Conway and the Cat" cleared, talk to Nekozuki
Character: Luka イリ Spaan Rika El Kyu Con
Reward: Title: Conway "Evil Cat Tamer" (P.114)

If you talk to Nekozuki, who is inside the inn, and choose "Speak to him" you will receive a reward after the conversation. If you happen to choose "Ignore," you don't need to worry — simply talk to him again and you can reselect the option.

035 Wonder Chef ④

NEXT-> 040 (P.265)

Timing: Eastern Country Ashihara (p.166) and later
Location: East Country Ashihara MAP1 Behind the folding screen inside the inn (P.16
Condition: Examine the moving pot
Character: Ruka Irispa Anrikael Kyu Con
Rewards: [Recipe] Miso Soup (P.026)
[Item] Min, Daikon

036 The Great Adventurer Who Travels the World

NEXT ➡ 041 (P.265)

Timing: Ashihara, the Eastern Country Onward
Location: East Country Ashihara MAP1 Inside Inn (P.167)
Condition: Examine the book on the counter
Character: Kairi Spa Anlica Ciel Kyu Con
Reward: —

037 Chitose and Kotori ①

NEXT-> 070 (P.268)

Timing: From the Eastern Country Ashihara (P.166) to Ashihara Royal Tomb (P.169)
Location: Eastern Country Ashihara MAP1 In front of House 1 (P.167)
Condition: Talk to the aunt
Characters: Luca Iri Spa An Rika El Kyun
Rewards: —

038 Quiz Boy: Beginner

NEXT-> 069 (P.268)

When: After visiting the Eastern Country Ashihara (p.166)
Where: Eastern Country Ashihara MAP1 lower right (p.167)
Requirement: Talk to the boy
Character: Furka Wri Spaan Rika El Kyu Con
Rewards: —

When you speak to the boy, you can take a quiz for free. Answering all questions correctly is a condition for triggering quiz 069, so if you don't know the answers, check the table below and respond accordingly.

Note that this quiz has a special skit that occurs only when you answer incorrectly. The relevant choices are question 4 choice 2 "Tribe of the Bare", question 6 choice 3 "Love", and question 9 choice 3 "Beauty". You can attempt the quiz as many times as needed until you get all answers correct, so it's a good

Quiz Answers

Question 1		Question 2		Question 3		Question 4		Question 5	
1	○	1	×	1	×	1	×	1	×
2	×	2	×	2	○	2	×		×
3	×	3	○	3	×	3	○		○

Question 6		Question 7		Question 8		Question 9		Question 10	
1	×	1	○	1	○	1	×		×
2	○	2	×	2	×	2	○		×
3	×	3	×	3	×	3	×		○

Introduction to Sub-Events 030 ~ 038

039 Rapid-Tap Master

Period: From Garam Port START (P.173) onward

Location: Garam Port MAP1 Near the harbor (P.173)

Requirement: Talk to the Rapid-Tap Master

Character: Ruka Iri Spaan Rika Eru Qyu Kon

Rewards: [Title] Spada "Rapid-Tap Master" (P.074) <first time>
[Item] Savory <first time>/ Apple Gummi <from the second time onward>

If you talk to the boy in Garam Port, you can play a free button-mashing contest. The contest is a game where you win if you can press the button 33 times or more within a 5-count; there is no penalty for losing. Regardless of win or loss, you can challenge it as many times as you like.

So it's also an option to collect "Apple Gummies" here.

040 Wonder Chef ⑤

NEXT ➡ 047 (P.265)

When: After Garam Port START (P.173)

Where: Inside the inn, Garam Port MAP1 (P.173)

Condition: Inspect the moving pot

Character: Luka Iri Spa Anrika El Kyu Con

Rewards: [Recipe] Yakisoba Bread (P.021)
[Items] Bread, Mochi Mocchin Flour, Cabbage, Pork

041 Great Adventurer Who Travels the World ⑦

NEXT-> 048 (P.265)

Period: From Garam Port START (P.173) onward

Location: Garam Port MAP1 Inn Interior (P.173)

Condition: Examine the book on the counter

Character: Ruka Iri Spaan Ka Eru Kyu Con

Reward: —

042 Longing ①

NEXT-> 116 (P.273)

Timing: West Country Garam START (P.178)~
Tenos Weapons Picturil (P.221)

Location: West Country Garam MAP1 Near Entrance/Exit (P.178)

Condition: Talk to older brother

Character: Furka Iri Spaan Rika Eru Kyu Kon

Reward: [Title] Ricardo "One Who Holds Many Epithets" (P.090)

043 The Rabbit a

Time: From West Country Garam START (P.178) onward

Location: West Country Garam MAP1 Tavern interior (P.178)

Condition: Talk to the red bunny girl

Characters: Luca, Iri, Spaan リカ El, Q, Con

Reward: Title: Ricardo "The Wolf Wearing Rabbit Ears" (P.090)

044 Ladies' M

Period: West Country Garam START (P.178) onward

Location: In the Western Country Garam MAP1 In

Condition: side the tavern (P.178) Set Ricardo as the party leader and talk to the black bunny girl

Character: Fulca Iri Spaan Rika Eru Qyu Kon

Reward: [Title] Ricardo "Mr. Dandy" (P.090)

045 Okonomiyaki Sister ①

NEXT-> 076 (P.268)

Timing: From Garam in the West START (P.178) To The Rift of the Otherworld — Nigel (P.182)

Location: Garam in the West MAP1 Near the stairs on the left (P.178)

Condition: Talk to the food stall woman

Character: Furka Iri Spaan Rica El キュ Con

Reward: —

046 Test Slash ①

NEXT-> 053 (P.266)

Timing: To the western country Garam (P.178) ~
to Kelmu Volcano 2 (P.179)

Location: Western country Garam MAP1 Inside the weapon shop (P.178) To right

Condition: Talk to the blacksmith

Character: Ruca Iri Spa Anrika El Kyu Con

Reward: [Item] Steel Sword

The reward "Steel Sword" is not a strong weapon. However, It is required to obtain a powerful weapon as the reward for 053 "Trial Cut ②", so do not sell it under any circumstances.

047 Wonder Chef ⑥

NEXT-> 073 (P.268)

Timing: After West Country Garam (P.178)

Location: West Country Garam MAP1 Inside Weapon Shop (P.178) Bottom Right

Condition: Examine the moving pot

Character: Fulca Iri Spada Anrika Ka Eru Kyu Con

Reward: [Recipe] Steak (P.022)
[Item] Beef ×3, Garlic

048 World-spanning Great Adventurer ⑧

NEXT-> 050 (P.266)

Timing: Garam, the West Country (P.178 onward)

Location: West Country Garam MAP1 Inn interior (P.178)

Condition: Examine the book on the table

Character: Kairis Pa Anrica Elcon キュ

Reward: —

049 Necoru③

NEXT-> 105 (P.272)

Timing: From West Country Garam (P.178) onward

Location: West Country Garam MAP1 Inside Inn (P.178) Beyond the stairs

Condition: Set Conway as party leader and talk to the cat

Character: Ruka Iri Spaan Rika El Kyu Con

Rewards: —

050 Great Adventurer Who Travels the World NEXT->057 (P.266)

Period: After Kelmu Volcano (P.179)
Location: Garam, the Western Country MAP1 Inn (P.178)
Condition: Examine the book on the table
Characters: Furka Iri Supaan [illegible] Rika El [illegible] Kyu Con
Rewards: —

051 Hot Spring Time · Relaxed

Timing: After Kelmu Volcano (P.179)
Location: Garam, Western Country MAP1 Inn (P.178)
Condition: Talk to the attendant at the counter and enter the hot spring
Character: Furka Iri Supa Anrika El Kyu Con [illegible]
Reward: —

The content changes depending on the gender of the character set as party leader. If male, you will see the bathing scenes of the male members; if female, you will see the bathing scenes of the female members. This subevent occurs each time you enter a hot spring, so it's good to view both patterns. However, KyuKyu is an exception: the male members' bathing scene will be shown.

052 The Mercenary Clothed in Death

Time: Kelm Volcano (P.179) ~ Battleship Lavender (P.189) Location: West Country Garam MAP1 Near a house (P.178)
Condition: Talk to the fortune teller
Characters: Ruca Iri Spada Anju Rica [illegible] Con Reward: [Title] Ricardo "The One Clad in Death" (P.090)

053 Trial Cutting ②

Period: After Kelmu Volcano (P.179)
Location: Western country Garam MAP1 Inside the weapon shop (P.178) Top right
Condition: 046 With "Trial Cutting ①" cleared, speak to the blacksmith
Character: Furka イリ Supa An Ka Eru Kyu Kon [illegible]
Appearance: [Item] One of Sharpness Sword, Magical Sword, or Haess Sword as a reward

You'll be asked about how useful the "Steel Sword" you received at ① is. Depending on the choice you make here, the "Steel Sword" will be upgraded into one of several different weapons. Each of these weapons can only be obtained here, so be sure to get one. By the way, if you sold the "Steel Sword," you won't receive the reward.

● Correspondence between choices and received weapons

Options	Weapons received
I want attack power	Sharpness Sword
I also want to use arts	Magical Sword
Not enough luck	Happiness Sword

054 Rabbit Talent

Period: After Otherworld Rift - Nigel 4 (P.182)
Location: Garam, the Western Country MAP1 Tavern (P.178)
Condition: Talk to the red bunny girl
Character: Furka Iri Supaanrika [illegible] El, Q, Co [illegible]
Rewards: [Title] Kyukyu "Cute Bunny" (P.107)

055 Followed Me

Time: Nigel, Rift of Another World After (P.182)
Location: Garam, the Western Country MAP1 Inn (P.178)
Condition: Set the party leader to KyuKyu or a male character, talk to the attendant, and enter the hot spring.
Character: Furka Iri Supa Anrika El Kyu Con [illegible]
Rewards: [Title] KyuKyu "Appear and Disappear at Will" (P.107) Ricardo "Misunderstanding" (P.090) Reward "The Bestowed One" (P.090)

056 365th pair of... Time

Location: Interstice of the Other World Niegel (P.182) onward West Country Garam MAP1 Inside Inn (P.178)
Condition: Stay at an inn
Character: Ruca Iri Spada Anju Rica El Kyu Con [Title] Ruca "Princ e of the Sea" (P.058), Ilia "Beach Girl" (P.066), Spada "Pervert Great Demon King" (P.074), Anju "Angel on the Sand" (P.082), Ricardo "Man of the Sea" (P.090), Elmana "Tropical Girl" (P.098), Conway "Diver Youth" (P.114), KyuKyu "Goddess Who Descended on the Beach" (P.107)
Rewards:

057 Great Adventurer Who Travels the World ⑩ 0 072 (P.268)

Period: After the Otherworld Rift — Nigel (P.182)
Location: Inside the inn at Garam Port MAP1 (P.173)
Investigate the book on the counter under conditions
Character: Furukai [illegible] Supa アン リカ El Kyu Con [illegible]
Reward: —

058 Bat Extermination

Timing: After Otherworld Rift - Nigel 6 (p.182)
Location: Near the armor shop on Garam Port MAP1 (p.173)
Condition: Talk to the old man
Character: Luka Iri Supaanrika [illegible] El Kyu Con [illegible]
Rewards: [Title] Ilia "Bad Girl" (P.066) [Gald] 100 Gald

After agreeing to the old man's request and entering the Calypso Mine, you immediately face three consecutive battles against Adamant Bats. They are not particularly tough enemies, but since you'll fight a total of 10 of them, make sure to heal beforehand. After defeating th

● Enemy appeara

Adamant Bat * ▸P.307
LV 32 HP 2706 Defense 30
Attributes: Fire Water Earth Wind Thunder Light Dark

※In the 1st and 2nd battles there will be 3 Adamant Bats each, and in the 3rd battle there will be 4 Adamant Ba

059 Second Playthrough Shinja Five ③

NEXT-> 110 (P.272)

Timing	Battleship Lavender❷ (P.189)～ Battleship Lavender❺ (Up to P.189)
Location	Battleship Lavender MAP6 Right side (P.192)
Condition	With "Shinja Five ②" cleared, approach the bow
Character	Ruka Irisupaa An Rika El Qyu Con
Rewards	—

060 Locksmith Kyukyu ①

NEXT-> 085 (P.269)

Time	After Battleship Lavender❻ (P.189)
Location	Regnum Royal Capital MAP1 Port (P.140)
Condition: Make Kyukyū the party leader and examine the golden door	
Characters: Luca, Illy, Spaaan	リカ El, Q, Con
Reward: —	

The golden door is in the two adjacent warehouses at the port on MAP1 in the royal capital Regnum. If you examine it with Kyukyuu, you can unlock it and go inside. In the back there is a treasure chest containing an "Attack Ring," so be sure to take it.

061 The Great Phantom Thief of the Street Corner ②

Period	Battleship Lavender❻ (P.189) onward
Location	Royal Capital Regnum MAP1 Inside House 3 (P.140)
Condition	021 With "Streetcorner Master Thief ①" cleared, talk to the old man
Character	Ruca Iris Paan Rika El Kyuu Con
Reward	[Title] Spada "Great Thief of the Street Corner (P.074)"

Listen to the old man's request and deliver the "letter" to the old woman in the plaza. The true identities of this old man and old woman are the jet-black wings familiar from the "Tales Of" series.

■ Event Progression Chart

❶ Talk to the old man inside House 3 on Regnum, the capital city MAP1

❷ Deliver the "letter" to the old woman in the plaza of Regnum, the capital city MAP1

❸ ① Talk again to the old man you spoke with in ①

062 Dress-Up Elmana

Period	Battleship Lavendel 6 (p.189) onward
Location	Royal Capital Regnum MAP1 In front of House 2 (p.140)
Condition: Talk to the fashion designer lady	
Character	Furuka Irispaa Rika Qyu Con
Reward	[Title] Elmana "Gothic Lolita Girl" (p.098)

063 Factory Tour: Regnum Chapter

NEXT-> 123 (P.274)

Timeframe: Battleship Lavender❺ (P.189) onward	
Location	Royal Capital Regnum MAP3 In front of the clock tower (P.141)
Condition	Talk to the factory manager
Character	Furuka Irisupaan Rika El Kyu Co
Rewards	[Title] Kyukyu "Visitor" (P.107)

064 Second Playthrough Chitose Fan Club ②

NEXT-> 068 (P.268)

Timing	Battleship Lavender❻ (P.189) to Sky Castle❶ (P.230)
Location	Regnum Royal Capital MAP4 In front of Ermana's House (P.141)
Condition	026 While having cleared "Chitose Fan Club ①", Talk to the worshiper
Character	Luca Illy Spada Ange リカ El, Q, Con
Rewards	[Title] Luca "Member No. 0001" (P.058), Ilia "Fan Club President" (P.066), Spada "Member No. 0002" (P.074), Ange "Member No. 0003" (P.082), Ricardo "Member No. 0004" (P.090), Ermana "Member No. 0005" (P.098), Conway "Member No. 0006" (P.114), Kyukyu "Member No. 0007" (P.107)

065 The Person of Destiny

Timeframe: Battleship Lavender❺ (P.189) onward	
Location	Royal Capital Regnum MAP2 Upper Left (P.141)
Condition	024 If you have cleared "Nanpa", to Bernard Talk to
Character	Furka Irispaan リカ El Kyu Co
Rewards	Title: Conway "Bokukko?" (P.114) Items: Red Chamomile, Turquoise

066 The Hero of Justice

NEXT-> 114 (P.273)

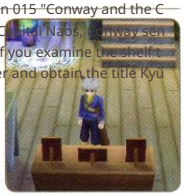
Timing	Battleship Lavender❽ (From P.189)
Location	Shopkeeper's Mansion MAP6 (P.164)
Condition	Talk to the bodyguard
Character	Furuka Iris Paan Rika El Kyu Con
Reward	[Title] Elmana "The Hero of Justice" (P.098)

067 Obtain Kuro

Timing	Battleship Lavender❺ (From P.189)
Location	Saint City Naos MAP1 Inside Inn (P.151) Right Side

Condition: When you have cleared 015 "Conway and the Cat", examine the shelf Characters: Furuka Irispa Anrika El Kyu Con Reward: [Title] Kyukyuu "Together with Kuro" (p.107)

When in the state of having seen 015 "Conway and the Cat", if you enter the inn in the Holy City of Naos, Conway senses something. Immediately after, if you examine the shelf to the right, you will find Kuro's letter and obtain the title Kyukyuu.



068 Second Playthrough: Chitose Fan Club ③

Timing	Battleship Lavender (P.189)~ Until the Sky Castle (P.230)
Location	Holy Capital Naos MAP1 Plaza (P.151)
Condition	With "064 Chitose Fan Club ②" cleared, approach and speak to the group
Character	Fuka Iri Sispaan Rika El Q Con
Rewards	—

069 Quiz Boy — Intermediate

NEXT➡ 115 (P.273)

Time:	Battleship Lavender (P.189) onward
Location:	East Country Ashihara MAP1 bottom right (p.167)
Condition	038 Talk to the boy after clearing "Quiz Boy: Beginner"
Character	Furka Irispaan Mirika El Kyu Con
Rewards	—

When you talk to the boy, you can attempt a new quiz. This time, selecting certain options will also trigger a special skit. The choices are: Question 2, Option 2 "Ilia/Gametsui"; Question 5, Option 3 "Luca"; and Question 8, Option 2 "Eyebrows".

If you clear it by answering all questions correctly you won't be able to retry, so Make sure to watch all skits beforehand.

● Quiz Answers

Question 1		Question 2		Question 3		Question 4		Question 5	
1	×	1	×	1	×	1	×	1	○
2	×	2	×	2	○	2	×	2	×
3	○	3	○	3	×	3	○	3	×

Question 6		Question 7		Question 8		Question 9		Question 10	
1	×	1	×	1	○	1	×	1	×
2	○	2	×	2	×	2	×	2	○
3	×	3	○	3	×	3	○	3	×

070 Chitose and the Little Bird ②

NEXT-> 148 (P.276)

Timing	Battleship Lavender (P.189) → Up to Northern Battlefield (P.211)
Location	East Country Ashihara MAP1 In Front of House 1 (P.167)
Condition	037 While having cleared "Chitose and the Little Bird ①", talk to the aunt
Character	Furuka Irispaan Rika El Kyu Kon
Rewards	—

071 Yamato Nadeshiko

Timeframe:	Battleship Lavender (P.189) onward
Location	Ashihara Royal Tomb MAP1 Near the entrance/exit (P.169)
Condition:	Talk to the tomb guardian on the right
Character	Furca Iris Paan Rika El Q Con
Reward	[Title] Anju "Yamato Nadeshiko" (P.082)

072 World-spanning Great Adventurer ①1

NEXT-> 082 (P.269)

Period:	After the Southern Country Galpos (P.194)
Location	Southern Country Galpos MAP1 Inside the Inn (P.195)
Condition	Examine the book on the shelf in the left-side room
Character	Ruka Irispaan リカ El Qyu Con
Reward	—

073 Wonder Chef ①

NEXT-> 092 (P.270)

Timing	South Country Galpos (p.194) onward
Location	South Country Galbos MAP1 top left (p.195)
Condition	Examine the moving pot
Character	Furka Irispaan Rika El Kyu Con
Rewards	[Recipe] Crepe (p.027) [Items] Chocolate, Banana, Mochimochin flour, Egg, Milk

074 General Asura

Period:	After the Southern Country Galpos (P.194)
Location	South Country Garpus MAP1 Inside House 1 (P.195)
Condition:	Talk to the boy
Character	Furuka Irispa アスラ ! Ka El Qyu Con
Reward	[Title] Luka "General Asura" (P.058)

075 Girl's Question

Time:	After South Country Garpus (P.194)
Location	South Country Galpos MAP1 lower left (P.195)
Condition:	Talk to the girl
Character	Ruca Irispaarika El Qyu Con
Rewards	[Title] Kyukyu "Wound Bragger" (P.107)

076 Okonomiyaki Sister ②

NEXT-> 121 (P.274)

Timing	South Country Galpos (P.194)~ Up to Galpos Jungle ⑩ (P.198)
Location	South Country Galpos MAP1 Right Side (P.195)
Condition	Talk to the food stall woman
Characters	Ruca Irispa Anrica El Qyu Con
Rewards	[Recipe] Okonomiyaki (P.022) [Items] Pork, Cabbage ×3, Mochimochin Flour ×2

077 (Second playthrough: Search for Hasta ②

NEXT-> 100 (P.271)

Timing	From the southern country Galpos (P.194) ~ to the commercial city Mamoot (P.204)
Location	Southern country Galpos MAP1 Beach (P.195)
Condition	1003 Talk to Hasta when you have cleared "Search for Hasta ①" Talk to Hasta
Character	Ruka Iri Paan Rika El Q Con
Rewards	—

Introduction to Sub-Events 068 077

078 Scent of Romance ①

NEXT-> 081 (P.269)

Period: South Country Garpus (P.194) and later

Location: Southern country Galpos MAP1 Beach (P.195)

Condition: Examine the red treasure chest

Character: Furuka Risupaan Rika El Qyu Con

Reward: [Item] Piyohan

A red treasure chest is placed on the sandy shore of the southern country Galpos. If you examine this, Kyu Kyu will unlock it and you will receive the reward "Piyohan." In subsequent related sub-events, they will come to open this chest again, so remember its location.

Note: When the final sub-event ⑤ occurs, it is also possible to collect the rewards from ①–④ all at once. The procedure is simple: after opening the treasure chest, go out to the field and then re-enter Galpos. The chest will be closed again in that state; if you open it, you will receive the reward for the next sub-event.

079 Tropical Meal

Time: After Garbos Jungle ⑩ (P.198)

Location: Southern country Garpus MAP1 Inside House 1 (P.195)

Condition: Talk to the aunt

Character: Furka Iri Supaanrika El Kyu Con

Rewards: [Recipe] Loco Moco (P.021)
[Items] Rice ×2, Egg, Beef, Pork, Lettuce

080 My Dessert Idea

Time: After Galpos Jungle ⑩ (P.198)

Location: South Country Galpos MAP1 Inside House 2 (p.195)

Condition: Talk to the boy

Character: Luka イリ Supaan リカ El, Q, Con

Rewards: [Recipe] Fruit Parfait (p.027)
[Items] Strawberry, Peach, Banana, Apple, Chocolate

081 Scent of Romance ②

NEXT-> 084 (P.269)

Period: Galpos Jungle ⑩ (P.198) onward

Location: Southern Country Galpos MAP1 Beach (P.195)

Condition: 078 With "Scent of Romance ①" cleared, examine the red treasure chest

Character: Furca Aispa Anrica El Kyu Con

Rewards: [Item] Black Onyx

02 A Great Adventurer Who Travels the World 12

NEXT→ 270)

Period: After the Grigori Village/Ship Deck START (p.202)

Location: Inside a house on Grigori Village MAP1 (p.202)

Condition: Examine the book on the table

Character: Furuka, Iri, Spari, El, Q Con

Rewards: —

083 Good Person?

Timing: Grigori Village / Ship Deck START (P.202) and later

Location: Grigori Village MAP1 Inside House (P.202)

Condition: Talk to the Grigori soldier

Character: Kai Rispaanrika El Kyu Con

Reward: [Item] Magic Mist

If you talk to the Grigori soldier inside the house, he will ask you to share "Mix Gummy" for his injured companion. If you give him the "Mix Gummy," he will thank you by giving you the accessory "Magic Mist." If you don't have "Mix Gummy," you can buy it from the traveling merchant near the entrance of the Grigori village.

084 Fragrance of Romance ③

NEXT-> 118 (P.273)

Period: Commercial City Mamoot START (p.204) onward

Location: Southern Country Galpos MAP1 Beach (p.195)

Condition: 081 With "A Scent of Romance ②" cleared, examine the red treasure chest

Character: Furka Aispaarika El Kyu Con

Reward: [Item] Captain Hat

085 Locksmith Kyukyuu ②

NEXT-> 102 (P.271)

Period: After Commercial City Mamoot START (P.204)

Location: Commercial City Mamoot MAP1 Right side of the harbor (P.204)

Condition: Make Kyukyu the party leader and examine the door of Warehouse 2

Characters: Furka Iri Supaan Rika El Kyu Con

Reward: —

If you examine the door of the warehouse on the right at the port, Kyukyu will unlock it and go inside. Inside the warehouse there is a treasure chest containing the "Sukiyaki" recipe and a chest containing the "Fear Check," so be sure to obtain them.

086 Daughter Who Cares for Her Father ①

NEXT-> 119 (P.273)

Timing: Commercial City Mamuto START (P.204) onward

Location: Commercial City Mamuto MAP1 Near House 1 (P.204)

Condition: Talk to the girl selling flowers

Character: Luka Iri Spa Anrica El Qyu Con

Rewards: —

When you talk to the girl and the prompt appears, choose "Buy" to purchase 1 "Flower" for 100 Gald. To see the continuation of the sub-event, you need to buy a total of 10 "Flowers," so talk to her again, choose "Buy All," and purchase the remaining 9 flowers.

Let's finish it. By the way, even if you choose "Don't buy," if you speak to them again they'll sell you the "flower."

087 Terrible Dish ①

NEXT-> 120 (P.273)

Period	After Commercial City Mamoot START (P.204)
Location	Commercial City Mamoot MAP1 Inside House 2 (P.204)
Condition	Talk to the uncle
Character	Fulca Ili Spaan An Rika El Qyu Con
Rewards	—

088 The Unreliable-Looking Knight

Timing	From Commercial City Mamoot START (P.204) onward
Location	Commercial City Mamoot MAP1 Right Side (P.204)
Conditions	Talk to the old man
Characters	Fulca Ili Spaan Rika El Qyu Con
Reward	[Title] Luca "The Unreliable-Looking Knight" (P.058) [Item] Voltec Sword

089 World-traversing Great Adventurer 13

NEXT-> 095 (P.271)

Time period	Commercial City Mamuth START (p.204) onward
Location	Inside an inn on Commercial City Mamuth MAP1 (p.204)
Condition	Investigate the book on the counter
Character	Furka Ilia Spaan Rika El Qyu Con
Rewards	—

090 Shopping

Timing	Commercial City Mamuth START (p.204)~ Up to Remlares Marsh / Supply Base 1 Tote
Location	Commercial City Mamuth MAP2 (p.205)
Condition	Enter MAP2
Character	Furukairisupaa Arika Erkyukon
Reward	[Title] Luka "Boy Without Freedom" (P.058) / Ilia "Free Girl" (P.066) / Spada "Noble of Freedom" (P.074) /Anju "Free Woman" (P.082) / Ricardo "Free Mercenary" (P.090) / Ermana "Free Daughter" (P.098) / Conway "Free Youth" (P.114) / Kyukyu "Free Young Lady" (P.107)

091 Suspicious Merchant ①

NEXT-> 096 (P.271)

Timing	Commercial City Mamoot START (P.204) onward
Location	Commercial City Mamoot MAP2 stall at the top right (P.205)
Condition	Talk to the suspicious merchant
Character	Ruka Ili Spaan Rika Qyu Con
Reward	[Title] Anju "One Who Sees Authenticity" (P.082)

092 Wonder Chef ⑧

NEXT-> 098 (P.271)

Period	After Commercial City Mamoot START (P.204)
Location	Commerce city Mamoot MAP2 in front of the stall on the right (P.205)
Condition	Examine the moving pot
Character	Luca Ili Spaa An Rika El Q Con
Reward	[Recipe] Croque-monsieur (P.021) [Items] Bread ×2, Cheese ×2, Pork

093 School Uniform

Timing	After Commercial City Mamoot START (P.204)
Location	Commercial City Mamoot MAP2 Left Side (P.205)
Condition	Talk to the older sister
Character	Malcolmi Spaa Rika El Qyu Con
Rewards	[Title] Ilia "Schoolgirl" (P.066)

094 Lottery Shop

Period	After Commercial City Mamoot START (P.204)
Location	Commercial City Mamoot MAP2 Lottery Shop (P.205)
Condition	Talk to the lottery shop owner
Character	Furuka Irisupaan Rika Eru Qyu Con
Rewards	Refer to the "Lottery Prize List" below

At the lottery booth, you can draw once for 300 Gald. How you draw is by choosing one of three options. When you win, one prize is randomly selected from the winning items listed in the table below. Sometimes, you may obtain an equipment item belonging to the character set as the party leader. However, an equipment prize can only be won once per person. Also, in Ilia's case, a win is guaranteed on the first draw, granting her an equipment item and a title.

Note that after advancing the story to the airship Ventos 3 (p.227) and beyond, three additional winning prizes are added. Each of these can also be won only once.

Lottery Prize List

Prize available from the start		
結果	Party Top	Prize
Hit	Luka	[Item] Ice Coffin
	Ilia	[Title] Miracle Girl (First Time) [Item] Billy's Legacy (From Second Time Onward)
	Spada	[Item] Shigure
	Anju	[Item] Grand Buster
	Ricardo	[Item] Aps
	Elmana	[Item] Angel Arm
	Kyukyu	[Item] Ga-Jalgu
	Conway	[Item] Hexen Hammer
	Common	One of the items sold for 500 gald or more at the item shop
Miss	Common	One of the items sold for 300 gald or less at the item shop

Prize added after Airship Ventus ③ (P.227)		
Result	Exclusion Party Top	Prize
Win	Common	[Items] Hermit Cloak, Cat Kachusha, Headdress

Introduction to Sub-Event 087 ~ 094

095 World-traversing Great Adventurer ⑩

NEXT-> 101 (P.271)

Period: Remlase Marsh / Supply Base Taut (P.206) onward

Location: Supply Base Taut MAP1, left side of the inn (P.210)

Condition: Examine the book on top of the barrel

Character: Furka Iri Spa An Rika El Q Con

Rewards: —

096 Suspicious Merchant ②

NEXT 151 (P.278)

Time: After Remuresu Marsh/Supply Base Tott (P.206)

Location: Supply Base Tott MAP1 Top Left (P.210)

Condition: 091 If you have cleared "Suspicious Merchant ①", talk to the suspicious merchant

Character: Furka Ill Supaan Rika El Kyu Kon

Reward: [Item] Elixir

097 Stone-Gathering Master

Period: Remræs Wetlands / Supply Base Torte (p.206) onward

Location: Supply Base Torte MAP1 right side (p.210)

Condition: Talk to the Stone-Taking Master

Character: Furca Iri Spa アン リカ El, Q, Co

Rewards: [Title] Spada "Stone-Taking Master" (P.074) [Items] Red Chamomile (first time), Orange Gummy (from the 2nd time on)

If you talk to the boy, you can challenge the stone-taking game for free. This is a game where players alternately take 1–3 stones from a pile, and the one who forces the opponent to take the last stone wins.

Key point to win the game is to When you first take stones, make the number of stones on the mountain a number of the form 4n+1, such as 5 or 9. The number of stones is set when the game starts, so if a 4n+1 number does not appear, choose to go first and adjust the number yourself.

When the opponent takes stones, you should continue taking stones so that the total taken by both of you in each turn equals 4 (for example, if the opponent takes 2, you take 2; if the opponent takes 1, you take 3). By doing this, you can force the opponent to take the last stone.

Since you can attempt this challenge any number of times regardless of win or loss, it's a good place to gather "Orange Gummy" if you are short on them.

098 Wonder Chef ⑨

NEXT-> 107 (P.272)

Period: Remræs Wetlands / Supply Base Torte (p.206) onward

Location: Supply Base Torte MAP1 right side (p.210)

Condition: Examine the moving pot

Charaka Myrispaan Rika El Kyu

Rewards: [Recipe] Oni Gura Soup (P.026)
[Items] Bread ×2, Onion ×2, Cheese ×2

099 Medic

Timing: Remlase Marsh / Supply Base Taut 4 (P.206) onward

Location: Supply Base Torte MAP1Bottom right (P.210)

Condition: Talk to the royal capital soldier

Character: Kain Spaan Rika El Qyu Con

Reward: [Item] Specific

After talking to the royal capital soldier, if you use a Sorcerer Ring to shoot another royal capital soldier located just below him, the shot soldier will be knocked unconscious. Then, if you talk again to the first soldier you spoke with, you can receive the reward. By the way, if you first shoot the lower royal capital soldier with the Sorcerer Ring and then talk to him, t

If you shoot the lower royal capital soldier with the Sorcerer Ring first and then talk to him, t

100 New Game+ Find Hasta ③

Timing: North Country Tenos START (P.214) ~ Sky Castle until (P.230)

Location: North Country Tenos MAP1 Central Area (P.214)

Condition: 077 While having cleared "Find Hasta ②", in the snow talk to Hasta inside the snowman

Character: Furca Iri Spa Anrica El Q Con

Reward: [Item] Hasta no Yari

The reward "Hasta no Yari" boasts top-class physical attack among weapons. On the other hand, as the name suggests, it is a peculiar weapon that reduces physical defense, magic attack, and magic defense by -999. It can only be obtained here, so be sure to get it.

101 The Great Adventurer Who Crosses the World ①

NEXT-> 129 (P.275)

Time: After Northern Country Tenos (P.214)

Location: Northern Country Tenos MAP1 Inn Interior (P.214)

Condition: Examine the book on the counter

Characters: Luka Ill, Spael アン リカ Qyu Con

Reward: —

102 Locksmith Kyukyu ③

Time: After Northern Country Tenos (P.214)

Location: Northern Country Tenos MAP3 House 2 (P.215)

Condition: Make Kyukyu the party leader and examine the door

Characters: Luka, Ill, Spa, Ann, Rika, El Qyu Con

Reward: [Item] Blazing Roar

Set the party leader to Kyukyu and examine the door of House 2 She will unlock the door and go inside. There, she is given a weapon called the "Blazing Roar" by her older brother. She is kicked out of the house for the time being, but afterward you can freely enter and exit House 2. Once that is done, visit again and open the treasure chest inside the house containing "Tofu" ×3.

103 Memories of a Past Life

Timing	North Country Tenos (P.214) ~ Sky Castle (P.230) to
Location	North Country Tenos MAP3 Inside House 1 (P.215)
Conditions	Enter the house
Characters	Furka, Iri Spaan Rika El, Qyu, Con
Rewards	—

104 Accessory Maker 1

NEXT-> 122 (P.274)

Timing	North Country Tenos (P.214) onward
Location	North Country Tenos MAP3 left side (P.215)
Condition	Talk to the older sister
Character	Luka, イリ, Supaan Rika El, Qyu, Con
Reward	【Gald】5000 Gald

The woman will buy 6 "Monster Claws" and 6 "Monster Feathers" for 5000 Gald. Since all of these must be handed over together, if you don't have enough, gather them using the table below as a reference. After giving the items, switch maps and then talk to her again; this time she will sell the accessory "Piyonon" for 15000 Gald. Purchasing "Piyonon" is necessary to trigger the subsequent sub-event, so it's recommended to buy it.

● Enemy that drops a required item

Item	Enemies that drop	Location
Monster Claw	Big Bat	Regnum Stalactite Cave ▶P.160
	Earth Bat	Calypso Mine ▶P.174
	Shovusuri	Otherworld Rift—Nigel ▶P.182
	Eeru	Triaverse Gate 3rd Floor P.298
Monster Feather	Basabasa	Fulfi Forest ▶P.142
	Axe Beak	Shopkeeper's Mansion ▶P.164
	Dodo	Near Grigori Village P.139▶
	Death Raven	Remres Marsh ▶ P.206
	Hatchet Beeg | Near Sania Village	▶P.139
	Beck	Triaverse Gate 1st Floor P.296

105 Nekoru ④

NEXT-> 108 (P.272)

Timing	Tenos, the north inner (P.214) After
Location	Northern Country Teno MAP3 Inside the Soldiers' Barracks (P.215)
Condition	Set Conway as the party leader and talk to the cat
Character	Luca Iri Spa, イリ, El, Q, Co
Rewards	—

106 Kind or Strict?

Timing	Northern Country Teno (P.214) ~ Sky Castle (P.230)
Location	Northern Country Teno MAP3 Near the Harbor (P.215)
Condition	Approach the port
Character	Furuka Iri Spaanrika El Kyu Konsu
Rewards	[Title] Conway "Is He Kind or Strict?" (P.114) [Items] Treat, Specific

The reward title can be obtained simply by viewing the sub-event. Meanwhile, to receive the items "Treat" and "Specific," you need to speak to Linus and the others at the Tenos soldier barracks.

107 Wonder Chef ⑩

NEXT➡ 128 (P.274)

Timing	Tenos, the north inner After (P.214)
Location	North Country Tenos MAP3 Port (P.215)
Conditions	Examine the moving pot
Characters	Kairi Spa-an Rika, El, Qyu, Con
Rewards	[Recipe] Mapo Tofu (P.022) [Items] Tofu ×3, Pork ×2, Beef ×2

108 Necoru ⑤

Timing	North Country Tenos ② (P.214) onward
Location	Commercial City Mamuth MAP1 Port (P.204)
Condition	Approach the cat when stages 013, 014, 049, and 105 have been cleared
Character	Urukairi Spaan Rika El Kyu, Con
Reward	[Item] Nekooru

109 Something is missing

Timing	After "Garden of Waiting for Kami" START (P.216)
Location	Near the entrance/exit of Garden of Waiting for Kami MAP1 (P.217)
Condition	Attempting to proceed further
Characters	Uruka Iri Spaa An Karika El, Qyu, Con
Reward	[Title] Spada "Lost Hat" (P.074)

110 Second Pairing: Shinjar Five ④

NEXT-> 124 (P.281)

Period	Kaminachi Garden START (P.216) ~ up to Kaminachi Garden ② (P.216)
Location	Kaminachi Garden MAP1 Near Center (P.217)
Condition	059 When "Shinja Five ③" has been cleared, try to proceed further into the back
Character	Ruka Iri Spaan Rika, Qyu, Con
Reward	—

[111 The One Who Does Not Return

Period	Garden Waiting for Gods ② (P.216) and onward
Location	Garden Waiting for Gods MAP4 Top Right (P.219)
Condition	Examine the fallen book
Character	Ruka Irisupaann Ricael Reward Title, Qyu, Con

Kyukyu "One Who Vows in the Heart" (P.107) Occurs when you examine a book lying on Map 4 of the Waiting-for-God Garden. The interior of the Waiting-for-God Garden is generally d... book is hard to find, so please use the ...eference when searching.

By the way, this book is a diary wr...itten by a person from the same country as Kyukyu.

The contents are displayed in the mysterious language spoken by Kyukyu and the others, so you cannot understand what is written, but it records the words left at the moment of dying after being defeated by an enemy. If you play a second playthrough in which you can understand Kyukyu and the others' language, you can read the detailed contents in the game.

112 The Beauty and the Bandit

Period: After the airship Ventus (P.227)

Location: Pass Camp MAP1 Near the entrance/exit (P.143)

Conditions: Talk to the mercenary and choose "Listen to the story"

Character: Alkairispa Arrica Fuel Qyu Con

Reward: [Title] Conway "Executioner" (P.114)

113 Guided by the Flower

Timing: Airship Ventus 3 (p.227) onward

Location: Regnum Pass MAP4 left side (p.145)

Condition: 119 With "A Dutiful Daughter ②" cleared, approach the tombstone

Character: Luca Iris Paan Rika El Kyu Con

Rewards: [Title] Elmana "Beloved Daughter" (p.098)
[Item] Amulet

Triggered when you approach the tombstone on Regnum Pass MAP4. Instead of keeping the ten "Flowers" bought at 086, they are all consumed, but you receive Elmana's title and an "Amulet."

114 Lucadella

Period: After the airship Ventus (P.227)

Location: Shopkeeper's Mansion MAP6 (P.164)

Condition: 066 With the state of having cleared "Hero of Justice", speak to Gaetano or Michele

Character: Luca Iris Spa An... Ka Er... Kyu Koh

Reward: 【Title】 Conway "Scenario Arranger" (P.114), Ri Kaldo "One Who Is Obsessed with Pumpkins" (P.090)

115 Quiz Boy Advanced

Period: After the airship Ventus ③ (P.227)

Location: East Country Ashihara MAP1 Bottom Right (P.167)

Condition: 069 With "Quiz Boy Intermediate" cleared, talk to the boy

Character: Lukairisupaan Rika El Kyu Con

Reward: [Title] Luka "Knowledgeable Boy" (P.058)

Talking to the boy lets you take on a new quiz. This time there are no choice options that trigger a skit, so refer to the table below and choose the correct answers.

● Quiz Answers

Question 1		Question 2		Question 3		Question 4		Question 5	
1	×	1	×	1	○	1	×	1	×
2	○	2	×	2	×	2	×	2	○
3	×	3	○	3	×	3	○	3	×

Question 6		Question 7		Question 8		Question 9		Question 10	
1	×	1	○	1	×	1	×	1	×
2	×	2	×	2	×	2	×	2	○
3	○	3	×	3	○	3	○	3	×

116 Longing ②

Period: After the airship Ventus ③ (P.227)

Location: West Country Garam MAP1 Near Entrance/Exit (P.178)

Condition: 042 With "Longing ①" cleared, speak to the young man

Character: Furka Iri Spa Arrica El Q Con

Rewards: [Item] Alexandrite

117 Black Guard

Timing: Airship Ventus 2 (p.227) onward

Location: West Country Garam MAP1 inside the tavern (p.178)

Condition: Talk to the master

Characters: Luca Iris Paan Rika El Qyu Con

Rewards: [Title] Ricardo "Black Guard" (p.090)

118 Scent of Romance ④

NEXT->gt; 145 (P.277)

Time: Airship Ventos (P.227) onward

Location: Southern country Galpos MAP1 Beach (P.195)

Condition: 084 With the state of having cleared "Scent of Romance ③", examine the Treasure chest

Character: Ruca Iris Spa Anrika El Kyu Con

Reward: [Item] Stone Check

119 Daughter Who Thinks of Her Father ②

NEXT->gt; 113 (P.273)

Timing: Airship Ventos 2 (P.227) and beyond

Location: Commercial City Mamoot MAP1 Near the Harbor (P.204)

Condition: 086 With "Daughter Who Cares for Her Father ①" cleared, in a private house Approach 1

Character: Furka Iris Spaan リカ El, Q, Con

Reward: [Item] Moon Crystal

After watching this sub-event, if you talk to the parent and child, rewa You will receive the reward "Moon Crystal." The parent and child ar e inside a house located in Commercial City Mamoot MAP1.

120 Bad-tasting Dish ②

Timing: After the airship Ventus ③ (P.227)

Location: Commercial City Mamoot MAP1 Inside House 2 (P.204)

Condition: With 087 "Bad-tasting Dish ①" cleared, talk to the old man

Character: リ Ka Iris Lupaan Rika El Kyu Con

Rewards: [Recipe] Bread Pudding (P.022)
[Items] Bread ×3, Milk ×2, Egg, Banana, Strawberry

When you talk to the old man, yo u receive an item from the southern country of Galpos (P.195). To the house to fetch fresh fruit He is asked to go. Go to that tool shop and "the requested package" After receiving it, once again oji-sa Talk to (them) and you'll clear it.

121 Okonomiyaki Sister ③

Period: After the airship Ventos (P.227)

Location: Commercial City Mamoot MAP2 Bottom Left (P.205)

Condition: Speak to the stall sister

Character: Ka Ir Spaan Ma Ka El Kyu Kon

Reward: [Recipe] Okonomiyaki Sandwich (P.021) [Items] Pork, Rice ×3, Cabbage ×3, Mochi-mochi flour, Squid

This is a follow-up sub-event to ①②, but it can occur even if those are not seen. If you do not have the recipe for "Okonomiyaki," you can obtain the "Okonomiyaki" recipe here. To receive the reward in that case, go out into the field once and then speak to the older sister again.

122 Accessory Maker ②

NEXT ➡ 152 (P.278)

Timing: Airship Ventos (P.227) or later

Location: Northern Country Tenos MAP3 left side (P.215)

Condition: 104 With "Accessory Maker ①" cleared, talk to the older sister

Character: Furuka Iris Paanrika El Kyu Kon

Reward: 【Gald】5000 Gald, 8000 Gald

The older sister will buy 4 "Monster Fangs" and 4 "Monster Scales" for 5000 Gald this time. After you gather all the items and have her take them, leave to the field once and then talk to her again. This time she will request 2 "Monster Fangs," 2 "Monster Scales," and 6 "Monster Pelts." If you give her these items, you will receive 8000 Gald. Furthermore, if you switch maps after this and talk to her, she will sell you a "Feat Symbol" for 30,000 Gald. If you do not purchase it, the subsequent event will not trigger, so be sure to buy it.

● Enemies that drop required items

Item	Enemies that drop items	Location
Monster Fang	Salamander	Kelmu Volcano ▶P.180
	Aquarex	Northern Sea ▶P.139
	Garbo Giant Lizard	Galpos Jungle ▶P.199
	Highlander	Pilgrimage of Souls Kardia ▶P.240
	Dinosol	Triverse Gate 3rd Layer ▶P.298
	Rock Tortoise (stealable items)	Galpos Jungle ▶P.199
Monster Scales	Merman	Regnum Stalactite Cave ▶P.161
	Naga	Galbos Jungle ▶P.199
	Hevihevi	Near the commercial city Mamoot P.139
	Dragon Tail	Sky Castle P.230 ▶
	Siren	Triverse Gate 4th Layer P.299
Monster Fur	Wolf	Regnum Pass ☒ P.144
	Guard Hound	Nurse Base ▶P.155
	Garm Wolf	Shopkeeper's Residence ☒ P.164
	Hellhound	Remlase Marsh P.206 ▶
	White Jackal	Tenos Weapons Factory P.221
	Killer Tiger	Pilgrimage of Souls Kardia ▶P.240
	Roux	Triverse Gate 6th Layer P.301

123 Factory Tour: Tenos Edition

NEXT-> 063 (P.267)

Period: After the airship Ventos (P.227)

Location: Tenos Weapons Factory MAP7 (P.226)

Condition: Speak to Albert

Character: Fulca Ili Spada Ann リカ El Qyu Con

Reward: [Title] Kyukyu "Studious" (P.107)

124 Sakuya and the Flow

NEXT-> 125 (P.274)

Timing: Sky Castle ② (P.230) ~ Sky Castle until (P.230)

Location: Sky Castle MAP2 upper right (P.231)

Condition: Examine the pink flower

Character: Furka Ilispal An Rika El Kyu Ko

Reward: —

124-127 occur by examining the pink flowers. There are four pink flowers in total, each blooming near an entrance/exit on the maps. Incidentally, the content of these sub-events relates to the memories of Sakuya, Chitose's previous life.

125 Sakuya and the Flowers ②

NEXT ➡ 126 (P.274)

Timing: Sky Castle 2 (P.230) ~ Sky Castle (P.230)

Location: Sky Castle MAP4 Upper area (P.232)

Condition: Examine the pink flower

Characters: Luca Il Spada Ange Ka El Qyu Con

Rewards: —

126 Sakuya and Orifiel

NEXT-> 127 (P.274)

Timing: Sky Castle (P.230) ~ Sky Castle (P.230)

Location: Sky Castle MAP7 Upper area (P.234)

Condition: Examine the pink flower

Character: Ruka Iru Spa An Rik El Qyu Con

Reward: —

127 Sincerity and Cons

Period: only during the time between the Sky Castle (P.230)

Location: Sky Castle MAP9 right side (P.235)

Condition: Examine the pink flower

Character: Ruka Iru Spa An Rik El Qyu Con

Reward: —

128 Wonder Chef 11

NEXT-> 187 (P.280)

Period: Sania Village / Myus Tribe Village START (P.236) onward

Location: Sania Village MAP1 upper right (P.237)

Condition: Examine the moving pot

Character: Ka Ir Spa Anrika Erukyuu Kon

Rewards: [Recipe] Stuffed Cabbage Rolls (P.025)
[Item] Cabbage ×3, Beef, Pork, Milk, Bread

129 The Great Adventurer Who Roamed the World (2)

NEXT-> 184 (P.279)

Timing	After Sania Village / Myus Tribe Village (P.236)
Location	Sania Village MAP1 Ilia's House (P.237)
Condition	Examine the book on the table
Character	Ruka Irisupaan / Ka Eru Kyu / ※Con
Rewards	—

"A grand adventure spanning the world 'The House' ② ~ 18 features Tony's journal. Actually, this serves as a hint for obtaining an item. If you take the first character of each diary entry and arrange them in the order of the sub-event numbers, they form the characters 'treasure', 'be', 'yo' 'seven' 'times' 'investigate'."

"'be' 'yo' 'sa' 'su' 're' 'ba' 'treasure' 'is' 'appearing' 'do' " which becomes a sentence.

If you progress the story to Sanya Village/Myus Tribe Village 3 (p.236) or beyond, follow the text's instructions and check the empty chest in House 1 on the Royal Capital Regnum Map 1 (p.140) seven times. Doing so will cause a hidden chest to appear; opening that chest will grant the item "World Check." Note that even if you haven't read the diary, you can still obtain the item by following the above steps.

130 Searching for Dentures

NEXT-> 141 (P.277) 150 (P.278)

Period	Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location	Royal Capital Regnum MAP1 Stall (P.140)
Condition	Talk to the old man
Character	Rukairisupa Anrika Eru Kyu Kon
Reward	[Item] Anahito, Red Savory

If you talk to the old man and choose "Go looking," you will go to Fulfi Forest (p.142) to search for the dentures. The dentures you are looking for are held by Makkia Quattro on MAP4, so defeat him and reclaim them.

Makkiya Quattro is weak to light attribute, so if you include Anju or Conway in your party and attack with light-attribute arts such as "Light Wave Blade" or "Grand Cross," you can defeat it easily. After defeating the enemy, you will automatically move to the old man and give him the dentures.

By the way, Machia Quattro is a monster that came from another world due to Kyukyu's arrival in this world. Feeling responsible, Kyukyu and Conway cooperate, and Luca and the others resolve to go and defeat the remaining monsters. The corresponding sub-events are 141 and 150, and clearing all three will mean that they have defeated all the monsters from the other world.

● Enemy appearance data

Makkia Quattro ▸P.327

LV	59HP 47193 Steel Body	80
Element	Fire Water Earth Wind Thunder Light	闇

131 Legacy of the Celestial Realm Luka Chapter

NEXT-> 175 (P.281)

Timing	Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location	Fulfi Forest MAP4 top right (P.143)
Condition	170 With "Legacy of the Celestial Realm" cleared, in the forest Go further inside
Character	Furukaiiri / Spa An Rica / El, Q, Con
Rewards	[Title] Luca "Conqueror Who Rules the Heavens" (P.058) [Item] Varuna

The red glowing sword located at the upper right of Fulfi Forest MAP4 is one of the weapons created by Vulcan, the creator of Durandal. If you approach this sword and obtain the "Vulcan's Crimson Sword" and then go to Vulcan, you will receive a reward.

132 Heavenly Realm Legacy: Anju Chapter

NEXT-> 175 (P.281)

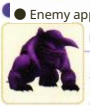
Time	Sania Village / Myuusu Tribe Settlement 3 (P.236) onward
Location	West Battlefield MAP1 left side (P.147)
Condition	170 Talk to Ange's brother while having cleared "Legacy of the Celestial Realm" Talk to his brother
Character	Luca Iris Spaan Rikael Kyu Con
Rewards	[Title] Ange "Tutor of Himmel" (P.082) [Item] Israfil

First, talk to Anju's older brother on the western battlefield MAP1. After hearing his story and attempting to enter the forest in the back, a battle with a Behemoth will occur, so make sure to prepare for the fight in advance.

Behemoth has high HP and physical attack

Therefore, the basic strategy is to attack mainly with long-range magic. If you include Ilia, Anju, or Conway in your party and attack using wind- or light-elemental spells that exploit the weakness, you should be able to deal damage efficiently. After defeating the Behemoth and receiving the "Vulcan's White Sword" from Anju's brother, all that remains is to visit Vulcan and collect your reward.

● Enemy appearance data



Behemoth ▸P.326

LV	60	HP 163772 Steel Body 240
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Shadow		

133 Sergeant Hotman

Time	Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location	West Battlefield MAP1 Center (P.147)
Condition	143 With "Whole Banana Curry" cleared Then, speak to the Royal Capital Army Commander
Character	Luca Ili Spa An Ri Ka El Q Con
Rewards	[Recipe] Whole-Banana B Curry (P.021) [Items] Rice ×4, Banana ×4, Potato, Carrot, Onion

134 Cat Search

Timing	Sania Village / Myus Tribe Village ③ (P.236) and beyond
Location	Saint City Naos MAP1 Inn left side (P.151)
Condition	034 If "Cat Tamer" has been cleared, talk to Nekoski
Character	Ruca Iri Spa An Rika El Q Con
Rewards	[Title] Ermana "Cat-Eared Girl" (P.098) [Item] Wild Cat

Talk to Nekoski and choose "Call out", and you will go to search for the cat up to Vale of Sorrow MAP3 (P.153). Approaching the cat there will trigger a battle, so make preparations in advance. The enemies have high physical attack but relatively low magic defense. It is standard strategy to fight focusing on magic attacks. After winning the battle you will be automatically moved to the inn and receive the reward item. After this, set the party leader to Ermana and talk to Nekoski to obtain the title, so don't forget to do that.

● Enemy appearance data

Tetaaru Deodd ▸P.320

LV 60 HP 41090 Steel Body 80

Attributes Fire Water Earth Wind Thunder Light Space

135 Hartmann's Special Vegetable Soup

Period	Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location	Holy Capital Naos MAP1 Inside Hartmann's House (P.151)
Condition	148 Enter Hartmann's house when you have cleared "The Phantom Recipe?"
Character	Ruka Wi Spaan Rika El Kyu Con
Rewards	[Recipe] Secret Vegetable Broth (P.025) [Items] Tomato ×3, Garlic ×2, Miso, Carrot ×2, Kombu

136 Hartmann and Spada

Period	Sania Village / Myus Tribe Village ③ (P.236) and beyond
Location	Holy Capital Naos MAP1 Inside Hartmann's House (p.151)
Condition: Speak to Hartmann	
Character	Fulca Iri Spa An Rika El Q Con
Rewards	—

137 Legacy of the Celestial Realm: Spada Chapter

NEXT-> 1/5 (P.281)

Timing	Sania Village / Myus Tribe Village 3 (p.236) and later
Location	Holy Capital Naos MAP1 Inside Hartmann's House (p.151)
Condition	170 Enter Hartmann's house while having cleared "Legacy of the Celestial Realm"
Character	Ruka Iri Spaan リカ El Q Con
Rewards	[Title] Sparda "The Holy Sword That Leads to the End" (P.074) [Item] Susano'o

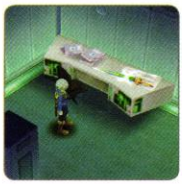
The emerald-colored sword displayed in Hartmann's house is actually one of the weapons made by Vulkan. Enter Hartmann's house, and once you obtain Vulkan's "Emerald Sword," visit Vulkan's place.

138 Legacy of the Celestial Realm: Conway Chapter

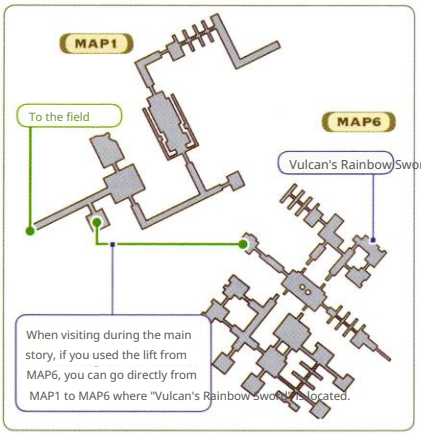
NEXT-> 1/5 (P.281)

Period	Sania Village / Myus Tribe Village ③ (P.236) and beyond
Location	Naos Base MAP6 Top Right (P.157)
Condition	170 If "Legacy of the Celestial Realm" has been cleared, examine the sword
Character	Ruka Iri Spaan Rika El Kyu Con
Reward	[Title] Conway "One Endowed with the Power of the Gods" (P.114) [Item] Asclepios

At Naoce Base MAP 6, if you examine the sword you can obtain the "Vulcan's Rainbow Sword." For the exact location, please refer to the simple map below. After obtaining the "Vulcan's Rainbow Sword," visit Vulcan to receive your reward.



● Naos Base (P.156) Simple Map


MAP1
To the field
MAP6
Vulcan's Rainbow Sword
When visiting during the main story, if you used the lift from MAP6, you can go directly from MAP1 to MAP6 where "Vulcan's Rainbow Sword" is located.

139 Chitose and the Little Bird ③

Timing	Sania Village / Myus Tribe Village 3 (p.236) and later
Location	Eastern Country Ashihara MAP1 In front of House 1 (p.167)
Condition	070 With "Chitose and the Little Bird ②" and 148 "The Phantom Recipe?" cleared, talk to the aunt while in that cleared state
Character	Furuka Iri Spa An Rika Eru Kyu Con
Rewards	[Recipe] Mackerel Miso Pasta (P.024) [Items] Mochimocchin Flour ×4, Miso ×2, Mackerel ×4

140 Funazushi

Time	Sania Village / Myuus Tribe Village 3 (P.236) onward
Location	East Country Ashihara MAP1 inside House 2 (P.167)
Condition	148 Enter House 2 while having completed "The Phantom Recipe?"
Character	Furka Iri Spa Annk El Kyu Con
Rewards	[Recipe] Funazushi (P.024) [Items] Rice ×4, Funa ×4

141 The Thing Lurking in the Royal Tom

NEXT-> 130 (P.275) 150 (P.278)

Timing	Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location	Ashihara in the Eastern Country MAP1 In front of the inn (P.167)
Condition	Talk to Jirocho
Character	Luca Iris Paan Rika El Yuu Con
Rewards	[Recipe] Sushi (P.024) [Item] Balsam

After listening to Jirochou's request, you head to the Ashihara Royal Tomb to hunt monsters. The target is Makkiya Quaranta on MAP 2. This enemy has high HP and physical attack, so it is safer to fight from a distance focusing on arts. Use artes of the light element, so include Anju and Conway, who can use them, in your party.

Note that after defeating the enemy you will automatically return to Jirochou.

● Enemy appearance data

Makkiya Quaranta ▸P.328

LV 60 HP 61630 Steel Body 80

Attributes Fire Water Earth Wind Holy Dark

142 Heritage of the Celestial Realm Kyukyu Chap

NEXT-> 175 (P.281)

Period	Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location	Calypso Mine (P.174)
Requirement	With 170 "Legacy of the Celestial Realm" cleared, enter inside
Characters	Luca Iris Paanrica El Kyucon
Rewards	[Title] Kyukyu "Heir of the Stars" (P.107) [Item] Athena

When you enter Calypso Mine, Kyukyu will be guided to Vulcan's weapon and will automatically obtain the "Vulcan Toki Sword". After that, just go to Vulcan to receive your reward.

143 Whole Banana Curry

NEXT ➡ 133 (P.275)

Period:	Sania Village / Myus Tribe Village 3 (P.236) onward
Location:	West Country Garam MAP1 Upper side (P.178)
Condition	148 With "The Phantom Recipe?" cleared, talk to the gatekeeper
Character	Luca Iris Paa An Rika El Q Co
Reward	—

144 Eating Contest

Period:	Sania Village / Myusu Tribe Village 3 (p.236) onward
Location:	Southern Country Galpos MAP1 near the stairs (p.195)
Condition	Approach the stairs
Character	Ruka Iris Paan Rika El Kyu Con
Rewards	[Title] Anju "Gluttony Contest Champion" (p.082) [Item] Ruby Eye

145 Romance Scent ⑤

Timing	Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location	Southern country Galpos MAP1 Beach (P.195)
Condition	118 If "Romance Scent ④" has been cleared, the red Treasure chest
Character	Fulca Iris Paan Rika El Yuu Con
Rewards	[Item] Aifreed Hat

146 Legacy of the Celestial Realm: Ermana C

NEXT-> 175 (P.281)

Period:	Sania Village / Mewes Tribe Settlement ③ (p.236) onward
Location:	Galpos Jungle MAP 4 near the tent (p.200)
Condition	170 Talk to Old Man Pow while having completed "Heritage of the Celestial Realm"
Characters	Ruca Iris Paanka El Kyu Kon
Rewards	[Title] Elmana "Dragon God Who Witnessed the Celestial Realm" (P.098) [Item] Rudra

If you talk to Old Man Pow in Garupos Jungle, a "Vulcan's Orange Sword" can be found inside the tent. After this, if you go to Vulcan, you can receive the reward.

147 Heritage of the Celestial Realm Rica

NEXT-> 175 (P.281)

Period:	Sania Village / Myus Tribe Village 3 (P.236) onward
Location:	Grigori Village MAP1 (P.202)
Condition	170 With "Legacy of the Celestial Realm" cleared, enter inside
Character	Luca Iris Paan El Kyucon リカ El Kyucon
Rewards	[Title] Ricardo "Death God Riding the Turmoil" (P.090) [Item] Hades

When you enter Grigori Village, Ricardo will be guided to Vulcan's weapon. Afterwards, once you obtain the "Vulcan Black Sword", take it and visit Vulcan.

148 Phantom Recipe?

Period:	Sanya Village / Myuce Tribe Village 3 (p.236) onward
Location:	Commercial City Mamuto MAP1 near the entrance/exit (p.204)
Condition:	Approach the area near the entrance/exit
Characters:	Fulca, Iri, Supa, An リカ El Q Con
Reward:	—

Clearing this will trigger sub-events related to the "Phantom Recipe" in various locations. For details, check pages 135, 139, 140, 143, 153, 159, 160, and 172.

149 Terrible Cooking ⑧

Timing	Sania Village / Myusu Tribe Village 3 (p.236) onward
Location	Commercial City Mamoot MAP1 inside House 2 (p.204)
Condition	With 120 "Terrible Dish ②" cleared, speak to the old man
Character	Luca Iris Supa An Rika El Q Con
Reward	[Title] Anju "Goddess of Food" (p.082)

150 The Way of Cor

NEXT➡ 130 (P.275) 141 (P.277)

Period	Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location	Commerce city Mamoot MAP2 in front of the stall on the right (P.203)
Condition	Talk to the uncle
Character	Rukai Lispa Anrica El Q
Rewards	[Item] Ein Alhai [Gald] 8000 Gald

After listening to the uncle's request, you will head to the Remures Marsh (P.206) to exterminate monsters. The target is Mackia Quindi on MAP2; this enemy has relatively high HP and physical attack. Avoid fighting at close range and attack from a distance with light-attribute spells such as "Grand Cross" or "Ray". After defeating the enemy, you will automatically return to the uncle and receive your reward.

● Enemy appearance data

Macchia Quindi ▶P.327

LV 60 HP 39151 Steel Body 160

Attributes: Fire Water Earth Wind Thunder Light Void

151 Suspicious Merchant ③

When: After Sania Village / Myusu Tribe Village (P.236)

Location: Supply Base Toth MAP1 (P.210)

Condition: With 096 "Suspicious Merchant②" cleared, talk to the suspicious merchant

Character: Luca Iri Spa Ann Rika El Kyu Con

Reward: [Titles] Luca "Enthralled by Glasses" (P.058) Kyukyu "An Angelic Devil" (P.107)
[Item] Demon Sword Nebirimu

At a dialogue choice, if you select "Try them on" → "I won't regret it," you will end up fighting Luca wearing the cursed glasses. HP and TP are automatically fully restored before battle, so prepare for the fight from the menu screen.

Because the enemy Luca has high physical defense, you should focus on magical attacks. Control a frontline-oriented character such as Spada yourself and keep guarding in front of Luca. When you have him pinned down, rear characters should relentlessly continue magical attacks. Note that the enemy Luca's stats vary according to Luca's current level: up to level 49 is (1) below, up to level 79 is (2), and level 80 and above is (3). If Luca has been overleveled, the battle will inevitably be difficult, but you should be able to win by employing the above tactics.

●Enemy Appearance Data (One of the following appears depending on Luca's level)

Luca (1) ▶P.331

LV42 HP 44661 Steel Body 100

HP 44661 Steel Body 100

Attributes: Fire Water Earth Wind Thunder Light Dark

Luca (2) ▶P.331

LV 52HP 52901 Steel Body 120

Element: Fire Water Earth Wind Thunder Light

Ruka (3) ▶P.331

LV 80 HP 78607 Steel Body 120

Attributes: Fire Water Earth Wind Thunder Light Dark

152 Accessory Maker ③

Period	Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location	North Country Tenos MAP3 Left Side (P.215)
Condition	122 When having cleared "Accessory Maker ②", talk to the older sister
Character	Fulca Ili Spa An Rika El Q Con
Reward	[Item] Blue Dice

153 Choco Banana Heaven

Time	Sania Village / Myus Tribe Village ③ (P.236) and beyond
Location	Tenos Weapons Factory MAP7 (P.226)
Condition	148 When having cleared "Phantom Recipe?", Albe—Talk to Ru
Character	Luca Ili Spada Ange リカ El Q Co
Rewards	[Recipe] Choco-Banana Tempura (P.027) [Items] Chocolate ×5, Banana ×5, Mochi-Mochtin Flour ×5

After hearing Albert out, go to Holy City Naos MAP3 (P.151) and obtain the "Choco-Banana Tempura" recipe. Then talk to Albert again and he will give you the ingredients needed to make "Choco-Bana "Tempura." If you have not cleared sub-events 154 or 155, when you go to get the recipe it's a good idea to talk to Albert again. Those events will then occur, and after the conversation you will be automatically moved to the inn in the northern country Tenos, saving you the trouble of exiting the dungeon.

154 Who Will Be Standing Until the End...

Timing	Sania Village / Myus Tribe Settlement 3 (P.236) onward
Location	Tenos Weapon Factory MAP7 (P.226)
Condition	Talk to Albert
Character	Furka Iri Spa Anrica El Qyu Con
Reward	[Title] Anju "Heavy Drinker" (P.082)

155 Excellent Bodyguard

Timing: Sania Village / Myus Tribe Settlement 3 (P.236) onward

Location: Tenos Weapon Factory MAP7 (P.226)

Condition: Speak to Albert

Character: Fulca Iri Spa An Ric El Q Con

Rewards: [Title] Anju "Ball's Belle" (P.082) Ricardo "Mai "Thorn of the Ball" (P.090)

156 Albert and Glasses

Timing: Sania Village / Myus Tribe Settlement 3 (P.236) onward

Location: Tenos Weapon Factory MAP7 (P.226)

Condition: Speak to Albert

Character: Luka Jlly Spa An Rika El Qyu Con

Rewards: [Title] Anju "Beloved by Glasses" (P.082)

Introduction to Sub-Events 150 ~ 156

157 Legacy of the Celestial Realm - Ilia Chapter

NEXT ➡ 175 (P.281)

Period: Sania Village / Myuce Tribe Village 3 (p.236) onwards

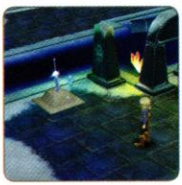
Location: Garden of Waiting MAP1 left side (p.217)

Condition: 170 Approach the sword while having cleared "Legacy of the Celestial Realm"

Character: Fulka Irispuan Rica El Kyu Con

Rewards: [Title] Ilia "Goddess of Bounty" (p.066)
[Item] Lucifer

On the left side of Garden of Waiting MAP1 there is a sword glowing blue. If you approach it , you can obtain one of the wea pons made by Vulkan, the "Vulk an Azure Sword." After acquirin g the sword, visit Vulkan to rece ive your reward.



158 Magic Bullet Shoot

When: Sania Village / Myuce Tribe Village (p.236) onwards

Where: Sania Village MAP1, inside Ilia's house (p.237)

Condition: Stay overnight at Ilia's house

Character: Luca Irispa Anrica El Kyu Con

Rewards: [Title] Ilia "Magic Bullet Shooter" (p.066)

159 Ilia-mama's Secret Roast Chicken

NEXT-> 160 (P.279)

Season: Sania Village / Myuce Tribe Village (P.236) Onwards

Location: Sania Village MAP1 Inside Ilia's House (P.237)

Condition: 148 Enter Ilia's house while having completed "The Phantom Recipe?"

Character: Furka Irispaan Rikael Kyu Con

Rewards: [Recipe] Roast Chicken (P.023)
[Items] Chicken ×4, Salt, Garlic ×2, Onion ×2, Potato ×2

160 Two Cheese Soups

NEXT ➡ 161 (P.279)

Period: Sania Village/Mius Village ③ (from P.236)

Location: Sania Village MAP1 (P.237)

Condition: 159 When in a state where "Ilia Mama's Authentic Roast Chicken" has been cleared, approach the area near the entrance

Character: Ruca Airi Spa An Rica El Kyu Con

Rewards: [Recipe] Cheese Soup (P.026)
[Items] Cheese x5, Milk x3

161 A Warm Place

Period: After Sania Village / Muse Tribe Village 3 (p.236)

Location: Sania Village MAP1 in front of Ilia's house (p.237)

Condition: 160 After clearing "Two Cheese Soups", exit and re-enter the map once, then approach Ilia's house

Character: Furka Iri Spa An Rica El Kyu Con

Rewards: —

162 Coda's Hometown

Period: Sania Village / Myuce Tribe Village 3 (p.236) onwards

Location: Myuce Tribe Village MAP1 (p.238)

Condition: Enter the Myuce Tribe Village

Character: Fulka Irispa Anrica El Kyu Con

Rewards: —

163 Daily Life of the Mewse Tribe

Timing: Sania Village / Mews Tribe Village 3 (P.236) onward

Location: Mews Tribe Village MAP1 Near the entrance/exit (P.238)

Condition: Approach Garda and Muda

Character: Luca Irispa An Ri Kyu El Q Con

Rewards: [Recipe] Chocolate Fondue (P.027)
[Items] Red Verbena, Chocolate ×4, Banana, Apple, Strawberry, Peach

Approaching the Myuce tribe members Garda and Muda will trigger a sub-event and grant a reward. However, the Myuce are small in size and difficult to distinguish by appearance. Refer to the photo on the right and go to the location where Garda and Muda are.

164 World-Roving Great Adventurer 1 172 (P.281)

NEXT->

Period: Sania Village / Myuce Tribe Village 3 (P.236) Onwards

Location: Mius Village MAP1 near the entrance/exit (P.238)

Condition: Examine the book on top of the wooden box

Character: Fulca Irispa Anrika El Qyu Con

Reward: —

The Tony's diary is also in the Muse Tribe village. The interior of the village is generally dark, making the diary hard to find. As shown in the photo, check immediately to the left of the entrance to find it. Incidentally, the diary contains notes on precautions in the Muse Tribe village.

165 Gumi-Loving Muse Tribe

When: After Sania Village / Muse Tribe Village (p.236)

Location: Muse Tribe Village MAP1 right side (p.238)

Condition: Talk to Harda while holding at least one "Apple Gumi" and one "Orange Gumi"

Character: Ruka Irispaan Rica El Kyu Con

Reward: [Item] Red Saffron

When you talk to Harda, you are given the choices "Give Apple Gumi", "Give Orange Gumi", and "Don't Give". Choosing either option other than "Don't Give" grants a reward. If you choose "Don't Give", don't worry — if you talk to her again the same choices will appear. By the way, regardless of which option besides "Don't Give" you choose, both the "Apple Gumi" and the "Orange Gumi" end up being eaten.

166 Reunion of Aada, Koda, and Soda

Period: Sania Village / Myuth Tribe Village ③ (P.236) onward
Location: Myuth Tribe Village MAP1 Right Side (P.238)
Condition: Speak to Aada or Soda
Character: Kairisupaan Rika El Kyu Con
Reward: [Item] Sorcerer Ring (Modified)

By talking to Āda and Sōda, who lo ok exactly like Kōda, a sub-event is tri ggered. With the reward from this ev ent, you obtain the upgraded Sorcere r Ring, which allows you to break the rock shown in the photo on the right. Each of the dungeons listed in the tab le below contains one of these rocks; breaking a rock lets you proceed into the passage beyond. At the end of ea ch passage is a treasure chest contain ing powerful armor, so return to each dungeon to collect the items.

Return to collect them.

● Locations of rocks and the items obtainable there

Location of the rock	Contents of the treasure chest
Regnum Stalactite Cave MAP1 right side ▸P.161	Magical Ribbon
Ashihara Royal Tomb MAP2 near the entrance/exit ▸P.170	Heavenly Garb
Garbos Jungle MAP2 left side ▸P.199	Eclipse Circle
Remlares Marsh MAP2 lower left ▸P.207	Last Crusader
Garden of Waiting for the Gods MAP1 upper left ▸P.217	Prism Protector

167 Wonder Chef 12

Period: Sania Village / Mewse Tribe Village 3 (p.236) onward
Location: Mewse Tribe Village MAP1 Right Side (p.238)
Condition: Examine the moving pot
Character: Furca Marty Spaa An Rika El Q Con
Rewards: [Recipe] Roast Beef (p.023)
[Items] Beef ×3, Salt, Onion ×2, Carrot ×2, Garlic

168 Mewse Tribe Letter

Timing: Sania Village / Mewse Tribe Village 3 (p.236) onward
Location: Mewse Tribe Village MAP1 Left Side (p.238)
Condition: Talk to Kuda
Character: Furca Iris Spaan Rika El Q Con
Rewards: 【Title】 Ilia "Messenger" (P.066)
【Item】 Book of Myus

When you speak to Kuda, he asks you to de liver a letter to Cida, who is on the right side of Sania Village (P.237). When you give the let ter to Cida, she eats it, and then asks you to g ive the letter to Kuda. When you deliver the le tter to Kuda, he also eats it, and ultimately yo u have to travel back and forth twice between the Myus Village and Sania Village before yo u finally receive a reward.

169 Playthrough 2: Hidden Power

Timing: Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location: Myuth Tribe Village MAP1 Center (P.238)
Condition: Speak to Elder Rhoda
Character: Ruka Iris Spaan Rika El Kyu Con
Reward: [Title] Luka "Magical Girl" (P.058)

After speaking with Elder Rōda and selecting "Yes," you will begin visiting the Memory Sites scattered around the land. There are three Memory Sites, and you may visit th em in any order. If you speak with Rōda again afterward, a battle with Mackia Seii will occur. Luka will fight alone, b ut this enemy is not particularly difficult. HP and TP are a utomatically restored before the battle, so you should b e able to win easily. ■ Event progression chart

1. Speak with Elder Rōda in the Mewse Village
2. Go to the Memory Site in Kelmu Volcano MAP 6 (P.181) and obtain the "Wish Jewel [Sky]"
3. Go to the Memory Site in Regnum Stalactite Cave MAP 4 (P.162) and obtain the "Wishing Orb [Earth]"
4. Go to the Memory Site in Ashihara Royal Tomb MAP5 (P.172) and obtain the "Wishing Orb [Human]"
5. Speak again to Elder Rhoda, whom you spoke to in ①, and defeat Mackia Say

● Enemy appearance data

Macchiasēi ▸P.328
LV 61 HP 4690 Iron Body —
Attributes Fire Water Earth/Wind Lightning Light Dark

170 Celestial Realm Legac

Period: Sania Village / Myūsu Tribe Village 3 (P.236) onward
Location: Myus Village MAP1 upper area (P.238)
Condition: Approach Vulcan
Character: Luca Iris Spaa An Ri K El Q Con
Reward: —

After hearing Vulcan's story, if you obtain the weapon he made i n his previous life and speak to him again, you will receive a new w eapon. For details about the weapons Vulcan made, please refer t o events 131, 132, 137, 138, 142, 146, 147, and 157.

171 The Unwilling Person

Timing: The Pilgrimage Road of Souls Kardia (P.240) onward
Location: Pilgrimage Path of Souls Kardia MAP6 (P.243)
Condition: Approach the cliff
Character: Luca Illy Spada Ang リカ El Qyu Con
Rewards: 【Title】 Luca "The Promised One" (P.058)
Conway "Not Honest Person" (P.114)

Introduction to Sub-Events 166 - 171

172 Great Adventurer Traveling the World 18

Period:	The Pilgrimage Road of Souls Kardia 2 (P.240) Onward
Location:	Capital Regnum MAP1 Inside House 1 (P.140)
Condition	With "148 'The Phantom Recipe?'" cleared, examine the book on the desk
Characters:	Kairi, Supaan, Rika, El, Q
Reward:	[Recipe] Packman (P.022)

When you examine the book and choose "Tony's Diary 17," you can obtain one of the phantom recipes, "Pack-Man." Note that this sub-event will occur even if you have not read Tony's previous diaries.

173 Cooking Master

Period	Soul Pilgrimage Route Kardia 2 (p.240) onward
Location:	Myus Tribe Village MAP1 near the entrance/exit (p.238)
Condition:	Examine the moving pot while you have obtained all recipes
Characters:	Kairi, Spada, Rica, El, Kyu ※Con
Rewards	[Titles] Luca "Cooking Prodigy" (p.058), Ilia "Queen of the Kitchen" (p.066), Spada "Rebel Cook" (p.074), Anju "Seeker of Flavors" (p.082), Ricardo "Gourmet Soldier" (p.090), Elmana "Child Head Chef" (p.098), Kyukyu "Iron Chef" (p.107), Conwy "Magical Chef" (p.114)

If you obtain all 80 recipes and enter the Myus Tribe Village, Koda senses the presence of the god of cooking. If you then go to the right side of the village and examine the moving pot you find there, you will receive a title.

By the way, in playthroughs from rd, recipes carry over, and you can start the game already holding all recipes. In that case, this sub-event will also occur from Sania Village/Myus Tribe Village ③ (p.236) onward.

174 2nd playthrough Shinjar Five ⑤

Period	Dawn Tower START (P.245) onward
Location	Dawn Tower MAP1 (P.246)
Condition	110 With "Shinjar Five ④" cleared, attempt to enter the tower
Charfulkai Irisu Paan Rika El Kyu Kon Reward [Item] Shinjar Robe The rewarded "Shinjar Robe" raises Magic Attack by 200 and Magic Defense by 300, but on the other hand, it strongly lowers Physical Attack by 200 and Physical Defense by 300—making it a very quirky piece of armor. Moreover, it is a rare item that can only be obtained from this subevent.	

175 After clearing: Weapon of Slumber

Timing	After clearing the game
Location	Entrance/Exit of the Triverse Gate (P.295)
Condition	Clear at least conditions 131 132 137 138 142 146 147 157 1 Then, after clearing the Triverse Gate 2nd Layer, return to the entrance/exit
Character	Luca, Ilia, Supa, Ani, Rika, El, Q ※Con
Reward	—

After clearing the second layer and returning to the entrance/exit, the thought-form of Vulcan appears. If you then speak to Vulcan's thought-form while holding certain items, you can have weapons obtained at 131 132 137 138 142 146 147 157 strengthened for you.

The required items differ for each weapon to be reinforced, and each is introduced on pages 176–183. All of them are very rare drops from specific enemies that appear in Triverse Gate, so you should raise Luck to the maximum before fighting the relevant enemies. Incidentally, setting the game's difficulty to "Unknown" also increases the drop rate of enemy items, so if you are confident in combat you might try that method.

176 Post-clear: Heavenly Sword Varuna

Timing	After clearing the game
Location	Entrance/Exit of the Triverse Gate (P.295)
Condition	With a "Varuna" and ten "Crimson Crystals" in your possession, set the party leader to Luca and speak to Vulcan's consciousness
Charalkairis Paanka Irispaanka	El Q Con
Reward [Item] Heavenly Sword Varuna	

The Grand Dasher required to enhance "Varuna," the "Crimson Crystal," is occasionally dropped by the Geriē that appears on the 7th layer of the Triverse Gate.

Because the Geriē has an extraordinarily high physical attack of 2402, it is not advisable to fight it at close range. It's best to fight primarily using magic attacks whenever possible. However, Guerier also has a high Steel Body value, making it difficult to pin him down. If he closes the distance and attacks your backline, they will be in serious trouble, so when an enemy approaches, take control of a backline character yourself and pull back to regain distance.

Note that unrelated to the subevent's story, Guerier may drop the powerful weapon "Inferno Sword." It's a strong fire-element weapon, so try for it if you have the chance.

● Enemy that drops the required item

Guerier	▶P.315
LV	109 HP 25754 Steel Body 100
Element	Fire Water Earth Wind Thunder Light Dark

177 Post-clear Spirit Gun Lucifer

Timing	After clearing the game
Location	Entrance/Exit of the Triverse Gate (P.295)
Condition	With "Lucifer" and 10 "Lapis Crystals" in your possession, set the party leader to Ilia and talk to Vulcan's Thoughtform
Character	Kairi, Spa Anrika El Kyu Con

Reward [Item] Spirit Gun Lucifer The "Lapis Crystals" required to upgrade "Lucifer" are dropped at a low rate by Ansects that appear on MAP1 and MAP2 of the 8th layer of the Triverse Gate.

Although the Ansects have low HP, their physical defense is 1612, and all enemies

It is the tallest among them. You should focus on magical/technique attacks here. Equip lightning, its weakness — Spada's or Conway's techniques are recommended. Also, Ansect always appears together with other enemies. Ansect only fires missiles and machine guns, so defeat the other enemies first.

● Enemy that drops a required item

Ansect ▸P.309

LV	120	HP 7168	Steel Body —
Attributes: Fire Water Earth Wind			Light Pavilion

178 After-clear Divine Sword Susano'o

Timing: After clearing the game

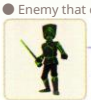
Location	Entrance/Exit of the Triverse Gate (P.295)
Condition	With "Susanoo" and 10 "Jade Crystals" in your possession, set the party leader to Spada and speak to Vulcan's incorporeal form.
Character	Furca Mar, Supa An, ga El Kyu Con
Reward	[Item] Divine Sword Susanoo

The Sorda that appears on the 7th layer of the Tri-verse Gate occasionally drops the "Jade Crystal" needed to upgrade "Susanoo."

Sorda has high HP and physical attack, Steel Body, so it's safer to avoid close-range attacks. Its magic defense is relatively low at so it's best to attack using magic. Be careful of Sorda's thrust attack, where it dashes forward—this can quickly close the distance and deal damage even if you try to keep range. The motion isn't different from its other attacks, so when the enemy draws its weapon, use freerun to circle to its side and evade.

By the way, besides "Jade Crystal," Sorda may also drop "Shiden," a thunder-attribute weapon for Spada.

● Enemy that drops a required item



Sorda ▸P.319

LV	109	HP 20160 Steel Body	40
Attributes Fire Water Earth Wind Thunder Light Dark			

179 Post-clear Radiant Sword Israfil

Timing	After clearing the game
Location	Triverse Gate Entrance/Exit (P.295)
Condition	With "Israfil" and 10 "Silver Star Crystals" in your possession, set the party leader to Anju and talk to Vulcan's Thoughtform
Character	Furca Iri, Supa An Rica, Q, Con

Reward [Item] Radiant Sword Israfil The "Silver Star Crystals" required to upgrade "Israfil" can sometimes be dropped by Trezorls that appear on MAP1 and MAP2 of the 8th layer of the Triverse Gate.

This enemy has uniformly high stats and, among them, its physical attack is

Far beyond comparison. However, basically it rarely uses normal attacks, so as long as you don't get too close, it shouldn't be a problem. What you need to watch out for are its magic attacks. The spells Trezor uses—such as "Explode", "Cyclone", and "Black Hole"—all have wide areas of effect. When the enemy begins to cast, immediately attack to interrupt the casting.

●Enemies that drop required items

Trezor ▸P.322

LV	120	HP 15902 Steel Body 60
Attributes: Fire, Water, Earth, Wind, Thunder, Light 闇		

180 After clearing (the game): Divine Gun Hades

Timing	After clearing the game
Location	Entrance/Exit of the Triverse Gate (P.295)
Condition	With "Hades" and 10 "Black Dragon Crystals" in your possession, set the leader to Ricardo and speak to Vulcan's incorporeal form.
Character	Furuka Ir, Supa Anrika El Kyuu Con
Reward	[Item] Divine Gun Hades

The "Black Dragon Crystal" that Tiraar occasionally drops is an item required to power up the "Hades". This enemy appears on the 7th floor of the Triberse Gate, so farm it there.

Tiraar has high physical attack and strikes from long range, making the back row easy to target. Exploit this enemy's weaknesses — it has no Steel Body and low resistance to status ailments — to protect your rear line. When there are only a few enemies, concentrate your attacks so Tiraar has no opening to strike. If there are many enemies, it's recommended to inflict paralysis using Ricardo's or Kyukyu's ability "Paralyze Attack." Separately from this subevent, Tiraar can also sometimes drop Ilia's weapon "Blizzard Mag." It's a powerful water-attribute weapon, so be sure to obtain it. ●Enemies that drop required items Tiraar p.320

LV 109 HP 18661 Steel Body	—
AttributesFire Water Earth Wind Thunder Light Dark	

181 After clear Cannon Fist Rudra

Timing: After game clear

Location: Entrance/Exit of the Triverse Gate (P.295)

Condition: While holding "Rudra" and 10 "Amber Crystals", make El mana the party leader and speak to Vulcan's apparition.

Character: Luca, Iris, Panrika, El, Kyu, Conway

Reward [Item] Fist Rudra

The "amber crystal" required to enhance "Rudra" is an item rarely dropped by Makkia Torenta, which appears on MAP1 and MAP2 of the 8th layer of the Tri-verse Gate.

In battles against this enemy, which has top-tier physical attack, avoid close-range combat. Keep a sufficient distance and attack with artes. It's best to inflict the light attribute weakness using Anju's or Conway's artes. The same tactic will work for handling Makkia Torre, which can sometimes appear alongside this enemy. Incidentally, the "Necronomicon," which Makkia Torenta rarely drops, is Conway's weapon and can only be obtained from this enemy.

● Enemy that drops a required item

Macchiato Trenta ▸P.328

LV 120 HP 24118 Steel Body 80

Attributes: Fire Water Earth Wind Thunder Light Dark

182 After clearing Phantom Spear Athena

Timing: After clearing the game

Location: Triverse Gate Entrance/Exit (P.295)

Condition: When you have "Athena" and 10 "Coral Crystals" in your possession, the party Make the top into Kyukyu and talk to Vulcan's astral/mental being.

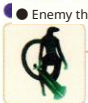
Character: ルカ, Irispanann, リカ, El Q, Con

Reward [Item] Phantom Spear Athena

Required for strengthening "Athena". The chevalier that drops the "Coral Crystal" appears on MAP1 and MAP2 of the Tribers Gate 8th floor.

Among the normal enemies that appear in Tribers Gate, the chevalier boasts the highest HP. Its other stats are also high, and it has a Steel Body, so fighting it normally can take a long time. It is recommended to use status ailments in battle here. Use Ricardo's "Venom Shot" to inflict Poison, Conway's "Fearful Flare", or the Paralyze Attack ability to cause Paralysis. This enemy can also drop Kyukyu's weapon "Boreas" in addition to the "Coral Crystal". Since it is a powerful wind-attribute weapon, you'll want to obtain it here.

● Enemy that drops a required item



Chevalier ▸P.317

LV 120 HP 43962 Steel Body 30

Attributes: Fire Water Earth Wind Thunder Light

183 Post-clear True Book Asklepios

Timing: After clearing the game

Location: Triverse Gate Entrance/Exit (P.295)

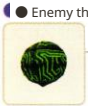
Condition: With "Asclepios" and 10 "Extreme Crystals" in your possession, make Conway the party leader and speak to Vulcan's thought form

Character: Fulca Il, Spada Ann, リカ, El, Q, Con

Reward [Item] True Tome Asclepios To strengthen "Asclepios," you need the "Extreme Crystal" that Ombre drops at a low rate. Ombre appears on the 7th layer of the Tri-verse Gate. Gather the required number here. Since the enemies can use artes of all attributes, prepare your party in advance

It is advisable to equip team members with gear that has resistance to attributes. On the other hand, Ombre has high magic defense and high resistance to all attributes, so weapons and artes with attributes are not very effective. Its HP and physical attack are relatively low, so have allies with high physical attack perform the attacks. In that case, it would be good to have spell-focused characters target enemies other than Ombre.

● Enemy that drops required item



Ombre ▸P.311

LV 109 HP 9816 Bronze Body

Attributes: Fire Water Earth Wind Thunder Light Dark

TOPICS

Get costume titles from sub-events! Aside from interactions between characters and glimpses of unexpected pasts, one of the pleasures of sub-events is obtaining valuable rewards. Among those rewards, costume titles that change a character's appearance—such as swimsuits or cosplay—are definitely worth getting. The table below summarizes the sub-events corresponding to these rewards, so use it as a reference to collect all the costume titles.

Characters who can obtain costume titles	Sub-event Number
Luka	016 056 074 088 115 151 169
Ilia	056 058 093 094
Spada	022 056 061 109
Ange	027 056 071 156
Ricardo	043 056 117 155
Elmana	056 062 134
キュキュ	054 056 063 067
Conway	034 056 112

THE COLISEUM

Arena Walkthrough

The traveling arena "Achillea," which wanders around the world. Compete in this arena, where battle-hardened warriors gather, and win through with your skill and the bonds with your comrades to claim the title of the strongest.

How to challenge the arena

When the story progresses to Naos Base 13, you can challenge the arena. As the story continues, new ranks in the arena will appear, and the arena itself will move. Ranks other than Beginner cannot be challenged merely by appearing; you must clear the previous rank once. You may clear it before the new rank appears, but remember that the Special rank requires clearing the Advanced rank after it appears. In addition, after clearing the story, you will be able to take on a special battle called "Extra."

Arena appearance timing and locations

Rank	Appearance timing
Beginner	P.287 Naos Base 13
Intermediate	P.287 Calyps Mine ⑦
Advanced	P.288 Northern Battlefield ⑧
Special	P.288 Sania Village / Myus Tribe Village 3

World Map
From Calypso Mine onward
From the Northern Battlefield onward
From Naos Base 13 onward
From Sania Village / Myus Tribe Village 3 onward

Facilities Inside the Coliseum

When the coliseum moves, the lineup of items sold at the facilities inside the coliseum may change. Inn prices increase from 200 gald → 500 gald 800 gald → 1000 gald.

※: See P.346, P.349, P.351, P.353.

Aim to win luxurious prizes!

The coliseum features courses called Single Matches and Party Matches (and Extra is added after clearing the story). When challenging, you first choose a course. Then select the participating characters and rank, pay the entry fee, and the battle begins. Note that Extra matches have no rank and instead use a system where you choose the opponent.

Beginner to Advanced can be entered 5 times, Special and Extra once

Entry Fee List

Rank	Single Match	Party Match	Extra Match
Beginner	50 Gald	100 Gald	10000 Gald
Intermediate	500 Gald	1000 Gald	
Advanced	1000 Gald	2000 gald	
Special	2000 gald	4000 gald	

Clear by winning the match. The matches here have unique rules different from normal battles, so check below.

Clearing each rank grants the prize shown on the right page. Among them, the Advanced single battles and Specials award weapons and titles that can only be obtained here. Refer to the walkthroughs starting at P.286 for Single Battles, P.289 for Party Battles, and P.292 for Extra Battles to aim for prize acquisition.

Arena rules

- Use of items, fleeing, and post-battle cooking are prohibited. Effects of cooking active before the challenge are also nullified.
- No experience points, AP, gald, or item acquisition.
- If you lose a battle, you are returned to the reception with 1 HP.

List of prizes for single matches

Class		Prize
Beginner	First time	[Item] Sage / Savory [Gald] 500 Gald
	From the second time onward	[Item] Apple Gummy / Orange Gummy
Intermediate	First time	Character A ※1: [Item] Sage / Lavender / Verbena Character B ※2: [Item] Savory / Chamomile / Saffron
	From the second time onward	[Item] Lemon Gummy / Pine Gummy
Advanced	First time	Character-specific prizes (see table at the bottom of the page)
	From the second time onward	[Item] Mix Gummy / Miracle Gummy
Special	First time	Character A ※1: [Item] Red Sage / Red Lavender / Red Verbena / Character-specific prizes (see table below) Character B ※2: [Item] Red Savory / Red Chamomile / Red Saffron / Character-specific prizes (see table below)
	From the second time onward	[Item] Apple Gummy / Orange Gummy / Lemon Gummy / Pine Gummy / Mix Gummy / Miracle Gummy

*1: Luca, Spada, Ermanna, Kyukyu (the four). *2: Ilia, Anju, Ricardo, Conway (the four).

・Party Battle Prize List

Class		Prize
Beginner	First time	[Item] Lavender / Chamomile [Gald] 3000 Gald
	From the second time onward	[Item] Apple Gummy ×3 / Orange Gummy ×3
Intermediate	First time	[Item] Sage / Lavender / Verbena / Savory / Chamomile / Saffron
	From the second time onward	[Item] Lemon Gummy ×3 / Pine Gummy ×3
Advanced	First time	[Item] Blue Laurel
	From the second time onward	[Item] Mix Gummy ×3 / Miracle Gummy ×3
Special	First time	[Item] Crona Symbol
	From the second time onward	[Item] Apple Gummy ×3 / Orange Gummy ×3 / Lemon Gummy ×3 / Pine Gummy ×3 / Mix Gummy ×3 / Miracle Gummy ×3

Extra Battle Prize List

Opponent		Prize
Albert ▶P.292	First time	[Item] Imperial Guard / All Divide
	From the 2nd time onward	[Item] Lemon Gummies ×3 / Pine Gummies ×3
Cyan ▶P.292	First time	[Item] Vermilion / Specific
	From the second time onward	[Item] Lemon Gummi ×3 / Pine Gummi ×3
Chitose ▶P.293	First time	[Item] Elemental Cloak / Treat
	From the 2nd time onward	[Item] Lemon Gummi ×3 / Pine Gummi ×3
Hasta ▶P.293	First time	[Item] Mam Bane / All Divide
	From the 2nd time onward	[Item] Lemon Gummi ×3 / Pine Gummi ×3
Girdle ▶P.293	First time	[Item] Barbatos Ring / Elixir
	From the second time onward	[Item] Lemon Gummy ×3 / Pine Gummy ×3

Ma Character Prize List

Character	Advanced	Special
Luka	[Title] Champion of the Arena / [Item] Spiked Bat	[Item] Excalibur
Ilia	[Title] Empress Who Holds Hegemony / [Item] Wagyanizer	[Item] Gale Tracer
Spada	[Title] King / [Item] Daikon	[Item] Kongou
Ange	[Title] Great Achievement / [Item] Oden	[Item] Caladbolg
Ricardo	【Title】 Strongest Mercenary / 【Item】 Bamboo Broom	[Item] Sirius
Elmana	[Title] Champion / [Item] Neko-paw Knuckles	[Item] Demon's Arm
キュキュ	[Title] King Butler / [Item] Green Onion	[Item] Jupiter
Conway	[Title] Wisdom / [Item] NG	[Item] Aquadingen

Single Battle Strategy: Preparations Unique to Fighting Alone

In single battles, where it's common to face multiple enemies alone, the basic tactic is to use free run to avoid being surrounded by foes. If you do get surrounded, use techniques that knock enemies away or cause a down effect to quickly create distance.

Also, when fighting alone, the Rave Gauge fills slowly. Set the Rave Abilities you want to activate to Level 1. With these basics in mind, refer to the character-specific strategies below, recommended accessories, and recommended abilities to aim for complete mastery of single battles.

Key points for single combat

- Use freerun to avoid being surrounded by enemies
- If surrounded, use techniques with knockback or down effects to create distance
- Equip accessories that prevent status abnormalities
- Set the Rave abilities you want to trigger to level 1
- Remove abilities that are meaningless without allies

Character-specific Strategies

With high physical defense and the "Seikihō" (Breath-Gathering Technique) that can heal themselves, they can take a somewhat aggressive approach to attacking. If surrounded by enemies, use "Heatwave Whirlwind 'Jin'" to attack surrounding foes, or blow them away with "Demon King Blazing Spear."

Use long-reach normal attacks and the knockback effect of "Burst Shot" to constantly keep distance from enemies while fighting. To use healing arts more safely, set the "Spell Keep" ability.

Since you have no skills or techniques that can restore HP, try to avoid taking enemy attacks as much as possible. Recommended techniques are the "Sky Break Special Attack Bullet", which lets you attack and move at the same time; "Wind Strike", which has the effect of blowing enemies away, and "Assault Slash" with

You can adopt both a strategy of setting the "Spell Keep" ability and using arts, and a technique-focused strategy using fast moves like "Fang Thrust" and "Fang Combo Blade." When

Make use of the reach of your normal attacks to keep your distance and fight. Many enemies lack resistance to status effects, so using "Venom Shot" is an option. Note that Ricardo does not have the "Spell Keep" ability, so limit his use of arts to healing only.

Make use of high movement speed and fight with hit-and-away tactics as a base. If you take damage, frequently heal with "Cure" and "Kō" (功). When surrounded, use "Lion's Battle Cry" or "Lion Collapse Dragon Fist" to knock enemies away.

His HP, physical defense, and magical defense are low, and he has no healing arts, so try to avoid taking damage by running away while fighting. Evade enemy attacks with freerun, and when you find an opening, hit with "Accel Blow" to launch

Set the "Spell Keep" ability and exploit enemy openings to repeatedly cast spells. Also, Conway does not have healing arts, so he does not need to cast arts on himself. Using the "Anti-Magic" ability, which nullifies arts on yourself, is also an op

Prepare means of HP recovery and methods to prevent status abnormalities

In single battles where you cannot rely on allies' strength, the choice of accessories and abilities becomes more important than usual. Especially for characters who do not have HP-restoring skills, securing that means through abilities becomes a lifeline. Set effects like "Break HP Gain" which restores HP when you defeat enemies, and "Store Absorb" which restores HP when you blow enemies away during Over Limit, should be prepared.

also include "Store Absorb".

Also, prioritize accessories that prevent status ailments. Above all, petrification, which leads to immediate defeat, must always be prevented. In ranks where basilisks that use petrifying attacks appear, equip "Stone Check". Other status ailments besides petrification can also be recovered by activating Over Limit.

Recommended accessories

- Beginner: Piyohan / Piyonon
- Intermediate: Weak Charm / Weak Check
- Advanced: Stone Charm / Stone Check / World Check / Corona Symbol
- Special: Piyohan / Piyonon / Thunder Mantle / Sardonyx

Recommended abilities

- Offensive: TP Save 1/TP Save 2/TP Save 3
- Support: End Repair HP 1/End Repair HP 2/ Break HP Gain/Runner 1/Runner 2
- OVL-type: Burst Absorb / Extend / Infinity / All Erase / Damage Protector

Beginner Recommended Level 20

1

Otaota (Arena) ▸P.311

HP 1154 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

An opponent you can handle adequately wit
h light attacks alone. It's important to conserve TP here.

Basabasa (Arena) ▸P.323

HP 832 Steel Body — Attributes: Fire Water Earth Wind Lightning Light Dark

They attack quickly, so you're prone to taking unnecessary damage. Rather than attacking recklessly, parry or evade the enemies' attacks and then counterattac

2

Rabilabi (Arena) x2 ▸P.331

HP 1565 Steel Body — Attributes Fire Water Earth Wind Thunder Light

3

Soldier (Arena) ▸P.319

HP 1731 Steel Body — Attributes: Fire Water Earth Wind Thunder Light Dark

If you leave the Wizard unattended, you wi
ll be targeted by spells. Each hit is weak, b
ut taking many hits becomes troublesome
, so defeat the Wizard first. Use a knockba
ck-type skill to separate the Soldier, then attack during that opening

Wizard (Coliseum) ▸P.309

HP 1421 Steel Body — Attributes Fire Water Earth Wind Thunder Light

4

Wolf (Coliseum) ▸P.310

HP 1466 Steel Body — Attributes Fire Water Earth Wind Thunder Light

Two fast-moving enemies. Attack during th
e openings after dodging the enemies' atta
cks and chip away at their HP little by little. It's best to target the Wo

Guard Hound (Coliseum) ▸P.312

HP 1554 Steel Body — Attributes: Fire Water Earth Wind Thunder Light Dark

5

Golem (Coliseum) ▸P.316

HP 2131 Steel Body 30 Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

With three enemies, advancing head-on ma
kes it easy to be surrounded. The Big Bat a
nd the Golem have a significant difference i
n movement speed, so use that to separate
only the Big Bat and then take them down one by one.

Big Bat (Coliseum) x2 ▸P.324

HP 699 Bronze Body — Attributes: Fire Water Earth Wind Lightning Light Dark

Intermediate Recommended Level 30

1

Skeleton (Arena) ▸P.318

HP 2052 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Conserve TP and fight while thinking about
, light, Darkness. The enemies do not
use any special attacks, so you should be able to handle them with n

2

Mummy (Arena) ×2 ▸P.329

HP 3694 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

The opponents are a mummy that automa
tically recovers HP about every 3 seconds
and a Melting Pod that uses a weakening
attack. If you attack the mummy halfheart
edly, its damage will be healed, so defeat t
he Melting Pod first. If you have a counter
measure against the weakening attack, this enemy is not difficult.

Melting Pod (Arena) ▸P.329

HP 5472 Steel Body — Attributes: Fire, Water, Earth, Wind, Lightning, Light, Dark

3

Orange Glove (Arena) ▸P.311

HP 3330 Sturdiness 30 Attributes: Fire, Water, Earth, Wind, Lightning, Light, Dark

Emerald Beetle (Arena) ▸P.310

HP 1915 Sturdiness - Attributes: Fire, Water, Earth, Wind, Lightning, Light, Dark

The Emerald Beetle lowers physical defen
se with "Spoil Armor." If you are attacked
while your physical defense is lowered, yo
u will take heavy damage, so make defeati
ng the Emerald Beetle your top priority.

4

Lava Golem (Arena) ▸P.330

HP 3283 Sturdiness 40 Attributes: Fire, Water, Earth, Wind, Lightning, Light, Dark

First separate the enemies and take out the
Fire Soul, which uses "Spiral Flare." The re
maining Lava Golem has high physical atta
ck, so fight while dodging attacks with free run.

Fire Soul (Arena) ▸P.324

HP 1094 Sturdiness — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

5

Salamander (Arena) ▸P.317

HP 2390 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

They are quick and troublesome opponent
s, but both have large openings after their
attacks. Avoid the enemy's attacks by guar
ding or by running, then counterattack. If
the enemies attack at the same time, evad
e properly and then chain into a combo to
deal great damage.

Garubo Giant Lizard (Arena) ▸P.312

HP 2462 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Arena Strategy

Advanced Recommended Level 50

1

Basilisk (Arena) ▸P.323
HP 4991 Bronze Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Dodo (Arena) ▸P.321
HP 3980 Steel Body — Attributes Fire Water Earth Wind Thunder Light Dark

Hatchet Beeg (Arena) HP 434 ▸P.324
7 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Basilisk is a dangerous opponent if you hav
countermeasures against petrification.
Avoid being hit by the petrifying gas; deal d
amage from a distance with attacks that can be launched fro

If you are hit by Rhinossus's charge you wil
l be knocked away, so be sure to evade it b
y guarding or freerunning. Rhinossus imm
ediately creates distance after attacking, le
aving few opportunities to land hits. It's be
st to attack with a combo that includes tec
hniques that cause a down state.

2

Rhinossus (Arena) ▸P.330
HP 7299, Iron Body 40, Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

3

Arachne (Arena) ▸P.308
HP 4496, Iron Body — Attributes: Fire Water Earth Wind Lightning Light Dark

Ice Soul (Arena) ▸P.307
HP 3532, Iron Body — Attributes Fire Water Earth Wind Thunder Light Dark

Both enemies use spells. Watch their move
ments closely and prioritize targeting the o
ne that begins casting to interrupt the spell.
Also, if Arachne launches a "Poison Jell" at y
ou, use freerun to avoid it.

Both use attacks that hit repeatedly, so they
are dangerous when surrounded. Use the di
fference in the two enemies' movement spe
eds to separate them, then defeat them one
by one. Defeat the faster-moving Killer Tiger first.

4

Killer Tiger (Arena) ▸P.314
HP 3845, Iron Body 30, Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Deep Diver (Colosseum) ▸P.320
HP 2597 Steel Body 30 Attributes: Fire Water Earth Wind Thunder Light Dark

HP and physical attack are high, but if you u
se hit-and-away tactics to deal damage little
by little, it is not a serious problem. Howeve
r, beware of the move "Screw Hammer," wh
ere it swings an iron ball. If it hits repeatedl
y, you will take heavy damage. When the en
emy starts rotating, immediately strengthen your guard.

5

Champion ▸P.320
HP 14186 Steel Body 60 Attributes: Fire Water Earth Wind Thunder Light Dark

Special Recommended Level 70

Attack cautiously until the Steel Body is broken

Because it often uses multi-hit techniques, dodging its attacks creates large openings. B
asically, wait for Mira's attack, reliably evade i
t, then counterattack. However, pursuing too
far is dangerous, so after 2–3 attacks, put dis
tance between you again. If a normal attack s
taggers Mira, you can follow up with a comb
o. By the way, if Ange or Conway have the
ability "Spell Keep," it is safer to keep your di
stance and focus on magic attacks.

Mira ▸P.329
HP 57060 Steel Body 140
Element Fire Water Earth Wind Thunder Light Dark

Set an OVL-type
ability and take
a gamble with O
verlimits.

It is safer to keep your distance and focus on spells.

Key enemy spells/techniques

Negative Holder

While it is active it's a chance to attack. I
f you stand in front or to the side you're
e more likely to be hit by Milla's technique, so circle behind her to attack.

Thunder Blade

Its power is high, but there are large ope
nings during casting and activation. In b
oth cases, you can attack.

Supreme Elements

An ultimate secret technique that wi
ll almost certainly deal massive dama
ge if it connects. When Milla is in an Overlimits state, it'

Arena Walkthrough

Party Battle Strategy: Choosing Members Is the Key

As with normal battles, party battles fought with four allies make it important which members you take. The basic setup is two characters holding the front to stop the enemy while the other two attack and cast healing arts from the rear. Refer to the recommended parties below: choose front-line members from Luca, Sparda, Elmarna, and Kykku, and pick the rear-line from the remaining four.

Which character you control is also a point. Switch according to the enemy.

Recommended Party

Pattern 1

Luca and Sparda face the enemy on the front line, while Ilia and Anju handle healing and magical attacks from the rear. Both Ilia and Anju can use "Raise Dead," so even if one is knocked out, it's easier to recover the situation.

It's recommended to operate Luca, who has high physical attack and defense, fighting on the front line. Equip the ability "Destroy," then strike enemies with moves that easily reduce their steel-body value, such as "Raging Wind, Moonlit Bloom Thrust" and "Demon King Explosive Spear."

Set the tactic to "Turn-Count Combat" and have them use "Scattered Sand Rain" or "Autumn Sand Rain" to whittle down the enemy's Steel Gauge. Also, put these techniques on the shortcut so they can suppress and prevent

Set the tactic to "Turn-Count Combat" and have them attack from a distance. Set recovery arts like "Cure" on the shortcut so that healing is easier even when Anju's hands are full.

Basically, the tactic "Healing Combat" is fine. Set priority actions to heal allies below 70% HP first for safety. If you feel the attacks are insufficient, have them use "Grand Cross."

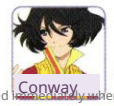
Pattern 2

Place Luca, who has high physical defense, up front as a wall, while Conway in the back row repeatedly unleashes powerful attack arts. Let Anju focus exclusively on healing and have Ricardo cover the three of them; this way you can fight balancedly a

The player controls Ricardo, using arts to raise allies' stats and lower enemies' stats. Basically attack from range with normal attacks and art techniques, and heal as the situation requires.

Set the tactic to "Defense Combat" and make them the wall that protects allies. Because they can heal themselves with the technique "Ki Gathering," moderate attacks are not a concern. Use priority actions to interrupt en

Set the tactic to "Healing Combat" and have them concentrate on healing allies. Make Luca the top priority for healing in priority actions as the wall. Put healing arts on the shortcut so they can be used immediately when needed.



With the "Offense Combat" tactic, have them repeatedly unleash powerful arts. It's more effective if priority actions exploit the enemy's weak elemental attribute. Also equip the "Concentrate" ability so they won'

Prepare according to the roles of front row and back row

In party battles, choose accessories that match the roles of front-line and back-line characters. For example, for the front line, accessories like the "Black Onyx," which increases HP, or the "Brute Talisman," which increases physical defense, are recommended. Back-line characters tend to use techniques more often, so you should equip items that increase TP, such as the "Moon Crystal."

The recommended abilities are those that activate when an ally becomes incapacitated, such as "Lost Repair HP." Also include abilities like "Risk Defense" that activate when HP is 25% or lower. These are essential for front-line characters who tend to take damage. For back-line characters who cast arts, set "Concentrate" so they can complete their chants reliably.

Recommended accessories

- Front line: Black Onyx / Brute Talisman
- Back line: Moon Crystal / Alexandrite

Recommended abilities

- Attack Type: TP Save 1 / TP Save 2 / TP Save 3 / Destroy
- Defense type: Concentrate
- Support type: Runner 1 / Runner 2 / Lost Repair HP / Lost Repair TP / Lost Attack / Lost Defense Lost Magic / Lost Resist
- Parameter type: Risk Defense / Risk Resist

Beginner Recommended Level 20

1

Geko Geko (Arena) ▶P.315
HP 1940 Steel Body — Attributes: Fire Water Earth Wind Thunder Light Dark

White Geko (Arena) ▶P.318
HP 1765 Steel Body — Attributes Fire Water Earth Wind Thunder Light

They are numerous but do not use any special attacks, so there is no need to rush to defeat them. Attack with normal strikes and conserve TP.

Uparpa (Arena) ▶P.310
HP 1421 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light

The "Paralyze Powder" used by Woods Worm causes a paralyzed status. If the enemy emits yellow powder, either keep your distance or guard. If you become paralyzed, use "Recover" or activate Overlimits to restore yourself.

2

Bee (Arena) ×2 P.324
HP 1304 Steel Body — Attributes Fire Water Earth Wind Thunder Light Dark

Woodsworm (Arena) x2 ▶P.309
HP 2096 Iron Body — Attributes Fire Water Earth Wind Thunder Light

Hawkeye, which continuously fires its machine gun, is troublesome. If hit directly, you will be staggered, and you may sometimes be surrounded by three of them and attacked relentlessly. This enemy has high physical defense, so attack wit

3

Soldier (Arena) P.319
HP 1731 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Hawkeye (Arena) ×3 ▶P.326
HP 592 Steel Body — Attributes: Fire Water Earth Wind Lightning Light Dark

This is not a very strong enemy, so you should be able to deal with it using normal attacks. Conserve TP here as well to prepare for the 5th battle.

4

Axe Peak (Arena) ×4 ▶P.308
HP 1480 Steel Body — Attributes Fire Water Earth Wind Thunder Light

5

Eggbear (Arena) x2 ▶P.310
HP 4309 Steel Body 50 Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Fungus (Arena) ×2 ▶P.325
HP 5736 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Darkness

Fungus emits a gas that lowers physical defense. If your physical defense is lowered and you take an attack from the Eggbear, it becomes extremely dangerous, so avoid close combat. Use fire-attribute attacks, which are this enemy's weakness, to quickly defeat it.

Intermediate Recommended Level 30

1

Tarantula (Coliseum) ▶P.319
HP 1668 Steel Body — Attributes Fire Water Earth Wind Thunder Light

King Crab (Coliseum) ▶P.314
HP 2108 Steel Body 70 Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

From the first battle, you face a Tarantula that uses attacks to cause the debilitated status, and a Killer Bee that applies poison on its enraged attacks. It's better to defeat them quickly here th

Killer Bee (Colosseum) ▶p.314
HP 1530 Steel Body — Elements: Fire Water Earth Wind Thunder Light Dark

2

Boar (Colosseum) ×4 ▶P.326
HP 3283 Steel Body 1 Elements: Fire Water Earth Wind Thunder Light Dark

They basically only use normal attacks, so you shouldn't have much trouble. However, watch out for enraged attacks. The charge during this state can knock you away, so move to the side to avoid it.

3

Cockatrice (Colosseum) x3 ▶P.316
HP 2462 Steel Body — Attributes Fire Water Earth Wind Thunder Light

Tosageko (Colosseum) ▶P.322
HP 2873 Steel Body — Attributes Fire Water Earth Wind Thunder Light

The Cockatrice uses attacks that cause petrification. If Ilia and Anju, who can use "Recover," are petrified it will be dangerous, so in this match you should control a healer character. Also, make sure never to get close to the Cockatrice.

4

Earth Draco (Colosseum) x2 ▶p.307
HP 1915 Steel Body — Elements: Fire Water Earth Wind Thunder Light Dark

Drake (Colosseum) x2 ▶P.322
HP 1859 Steel Body — Attributes Fire Water Earth Wind Thunder Light

5

Grave Tortoise (Arena) ▶P.315
HP 2125 Steel Body 60 Attributes: Fire Water Earth Wind Thunder Light Dark

Rock Tortoise (Arena) ▶P.332
HP 2189 Steel Body 60 Attributes: Fire Water Earth Wind Thunder Light Dark

Earth Draco is weak to Wind, and Drake is weak to Water. Have your front-line units hold the enemies in place, then attack them together with wide-area spells like "Tempest" or "Maelstrom."

Ashihara Rabbit (Arena) ▶P.307
HP 2873 Steel Body — Attributes Fire Water Earth Wind Thunder Light

Tobi Mouse (Arena) ▶P.322
HP 3373 Steel Body — Attributes Fire Water Earth Wind Thunder Light

Aside from the Grave Tortoise and Rock Tortoise's continuous ground-stomping attacks, there's nothing in particular to be wary of. All four that appear have low resistance to magic, so focus your

Advanced Recommended Level 60

1

Grapplar (Arena) ×4 ▶P.314

HP 6294 Steel Body 40 Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

2

Gargoyle (Arena) ▶P.311

HP 3322 Steel Body 50 Attributes: Fire, Water, Earth, Wind, Thunder, Light

Bone Head (Arena) ▶P.326

HP 2208 Steel Body 20 Attributes: Fire, Water, Earth, Wind, Thunder, Light

Poltergeist (Arena) ▶P.327

HP 2248 Steel Body 20 Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Ancient Soul (Arena) ▶P.310

HP 2288 Steel Body 20 Attributes Fire Water Earth Wind Thunder Light Dark

Because the Grapplar does not use any sp ecial attacks, it should not be difficult. Use spells like "Explode" that exploit its weakn ess to Fire to take them out together.

Ignore the Gargoyle, which only uses normal attacks, and target the other three that repeatedly cast arts. It is recommended to defeat them in orde r of lowest HP: Bonehead, Poltergeist, then Ancient Soul. All three have low resistance to arts, so use light-element arts against Bonehead and Poltergeist, and dark-element arts against Ancient Soul.

3

Zombie (Arena) ▶P.319

HP 10962 Iron Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Darkness

Living Dead (Arena) ▶P.331

HP 11070 Iron Body — Attributes: Fire Water Earth Wind Lightning Light Dark

Nepenthes (Arena) ▶P.323

HP 16832 Iron Body — Attributes: Fire Water Earth Wind Thunder Light Dark

Glory Pot (Arena) ▶P.315

HP 16992 Iron Body — Attributes Fire Water Earth Wind Thunder Light

Glory Pot, which uses four types of status-i nflicting attacks—poison, weakness, paraly sis, and fear—and Nepenthes, which switc hes between status attacks and arts, are to ugh opponents. Both are weak to fire, so it is wise to quickly defeat them using high-power arts like "Crimson Flare."

4

Frost Giant (Arena) ▶P.325

HP 10395 Steel Body 90 Attributes: Fire Water Earth Wind Thunder Light Dark

Dragon Tail (Arena) ▶P.322

HP 4147 Steel Body — Attributes Fire Water Earth Wind Thunder Light

Aqua Rex (Arena) ▶P.307

HP 5974 Steel Body — Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Highlander (Arena) ▶P.323

HP 6046 Steel Body — Attributes: Fire Water Earth Wind Thunder Light Dark

Uses "Sharpness" to increase the enemy's physical attack. Beware of Dragon Tail. If the already high physical attack of th e Frost Giant is further increased, it can d eal fatal damage. Avoid getting close to t he Frost Giant as much as possible and t arget Dragon Tail with magic.

If attacked by the Corpse Legion, that alone will put you into a frightened state. Frontline characters should focus on defense to block the enemy's attacks, while rear characters s hould deal most of the damage using arts. T he frontline only needs to join the attack wh en the enemy's armored shell is removed by arts.

5

Corpse Legion ▶P.316

HP 63031 Steel Body 170 Attributes: Fire Water Earth Wind Thunder Light Dark

Special Recommended Level 70

Hold Kohaku in Place and Defeat Hisui

You will fight the sibling pair Hisui and Kohaku at t he same time. Kohaku has high physical attack and s pecializes in close combat, while Hisui attacks from a distance using artes and skills. The two cover each ot her's weak ranges as they fight, so facing them toget her will inevitably be difficult. Focus your attacks o n Hisui, whose arte attacks are troublesome, and def eat them first. Specifically, use the controllable chara cter to hold Kohaku in place, set the other three char acters' priority actions to "different enemy" so they o nly target Hisui. After defeating Hisui that way, have everyone focus on Kohaku.

Note that both may use Mystic Artes while in Over Limit. If an enemy activates Over Limit, change your tactic to "Defensive Combat" and run around to evade.

Hisui ▶P.324

HP 51379 Stamina 170

Attributes Fire Water Earth Wind Thunder Light

Kohaku ▶P.316

HP 39523 Stamina 170

Attributes Fire Water Earth Wind Thunder Light Dark

Hisui's Mystic Art e has a wide atta ck range. Make s ure allies do not c luster in one spot.

Extra Battle Strategy — Prepare for the Strongest Class of Enemies

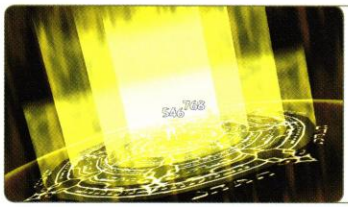
Extra battles pit you against bosses you defeated in the main story for a rematch. The way you fight can be the same as in the main story, but the enemies' stats are greatly enhanced, so raise your levels in advance. In addition, prepare the most powerful equipment you can. Party composition, accessories, and abilities you should equip are basically the same as in Party Battle Strategy (p.289), so those guidelines are fine to follow.

With dedicated abilities and equipment, and since it's a single defensive battle against the ... formulate a strategy and take them on.

Albert (Arena) P.308 HP 9 856 Steel Body 00 Elements Fire Water Earth Wind Lightning Light Dark Recommended Level 70

Clear out the Tenos soldiers first, then attack with Dark attribute

First, take care of the three Tenos soldiers that appear together. Among them, you should prioritize defeating the Tenos Shooter, which uses "Embrace End". For Albert, exploit his weakness to Dark attribute and attack with "Black Hole" or "Bloody Howling". The enemy attack pattern to watch out for is the combo from "Assault Trigger" into "Heaven's Ladder" and "Judgment". If you see the enemy winding up with their gun, brace for a guard.



Albert's Mystic Arte "P・Bar" is the right-element attack. Equip resistances to reduce damage.

Enemies that appear simultaneously

Tenos Assault (Arena) ▸P.321
HP 33914 Steel Body 80 Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Tenos Soldier (Arena) ▸P.321
HP 20218 Steel Body — Attributes Fire Water Earth Wind Thunder Light

Tenos Shooter (Arena) ▸P.321
HP 13044 Steel Body — Attributes Fire Water Earth Wind Thunder Light 闇

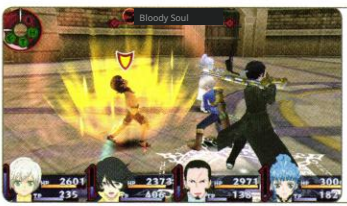
Cyan (Arena) P.317 HP 13076 Iron Body 220 Attributes: Fire Water Earth Wind Lightning Light Dark Recommended Level 70

Attacks many targets at once with a wide-range wind-attribute spell

If you leave the accompanying Kel and Bero alone, they can interrupt your attacks with "Charge Fang." First, defeat these two with wide-range spells like "Tempest" or "Cyclone." By the way, Cyan's weakness is wind, so if you can hit them together, it's two birds with one stone.

Cyan moves quickly, and the techniques and normal attacks used are all fast. Among them, "Wild Rush" hits multiple times in succession and finishes by launching the target into the air—a dangerous move. When launched, it can be followed up directly with the knockback attack "Earth Breaker." Cyan charges up for a brief moment before using this technique, so as soon as you see that, free-run to circle around to the enemy's side.

Cyan moves quickly, and the techniques and normal attacks used



"Bloody," which raises all abilities. The effect of "Soul" lasts 30 seconds. In the meantime, keep running away.

The secret/ultimate skill has a wide area of effect. Ensure allies do not cluster together. Let's minimize the damage.

Enemies that appear simultaneously

Ker (Arena) ▸P.316
HP 50775 Steel Body 60 Attributes: Fire Water Earth Wind Thunder Light Dark

Belo (Arena) ▸P.326
HP 50775 Steel Body 60 Attributes: Fire Water Earth Wind Thunder Light Dark

Chitose (Arena) P.320 HP 180280 Steel Body 230 Attributes: Fire Water Earth Wind Thunder Light Dark Recommended Level 70

Use a player-controlled character to hold Chitose in place

The enemy uses "Seikon Zero Curse" (Ao-tama Zero Curse), which inflicts poison and weakening, and "Secret Sword Sealing" (Hiken Fūbaku), which causes paralysis, so we want to minimize the number of characters engaging in close combat. Therefore, the player controls a front-line character to have that one character hold Chitose in place. Seizing this opportunity, the remaining three simultaneously attack with offensive artes.

If you proceed carefully, you can minimize the damage.

The party composition is a bit unconventional, but it is recommended to place Kyukyu in the front, and Luca, Anju, and Conway in the back. Chitose's weaknesses are Fire and Light attributes, so use offensive artes like "Grand Cross" and "Explode".

It's best to keep your distance and dodge. They will flutter down. The talisman "Blue Soul Zero Curse" flutters down.

This equipment grants dark-attribute resistance Secret Arte "Moonlit Shadow" Equip preparations and abilities

Hasta (Arena) p.324 HP 180320 Steel Body 180 Attributes: Fire Water Earth Wind Thunder Light Dark Recommended Level 70

The front line performs wave attacks while ensuring the safety of the back line

For Hasta, whose steel-body value is on the low side, wave attacks by two front-line fighters are effective. The high-attack-count Spada and Ermana are especially well matched. Set the ability "Destroy" and attack with skills like "Autumn/Saame" and "Rengyadan" (Consecutive Fang Shot). For the back line, include Conway, who can add the target's weakness of the Earth attribute, and the healer Anju.

What to watch for in Hasta's attacks is the "Resshin Raikōgeki" (Violent Quake Lightning Strike), which instantly moves over the target's head to strike. It is difficult to evade and tends to target back-line characters in particular. Always monitor the back-line characters' remaining HP and try to keep it at least 70% of their maximum HP.

Strike. Be sure to guard. Its power is high, and it inflicts paralysis.

Secret Arte "Renbu Rasetsu Spear" is exceptionally always dangerous. When the enemy dies While Mits is active, keep running away

Gurdle (Arena) ▸P.312 HP224384 Steel Body 200 Attributes Fire Water Earth Wind Thunder Light Dark Recommended Level 70

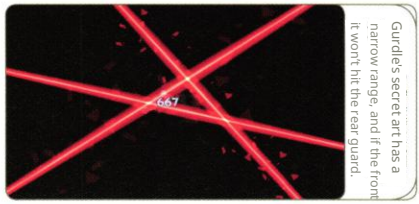
Sneak past its warp movement and dive in close

Because it suddenly warps, it is hard to land attacks on it and its casting is easily interrupted. Predicting its destination is difficult, so put physically strong Luka and Kyukyu in the front line and relentlessly chase and attack the enemy. Equip light-attribute weapons such as "Excalibur" for Luka and "Longspear" (Longomiant) for Kyukyu.

Prepare and deal damage efficiently.

Place Anju and Ricardo in the rear guard and have the two focus on healing allies. Generally leave attacks to the front line, and only provide support with magic attacks when allies' HP is sufficient.

Receive the "Starknight" attack If hit, they will be forced to retreat. Garuse a guard to prevent retreat.



Gurdle's secret art has a narrow range, and if the front line gu it won't hit the rear guard.

Triverse Gate Strategy

After clearing the story, a pillar of light appears on the continent northwest of the western country Garam. There, a dungeon swarming with powerful enemies—the entrance to the Triverse Gate—can be found.

Challenge the otherworldly dungeon

To enter the Triverse Gate, you must first clear the main story and save your cleared data. Then, load that save or carry over the data and start a second playthrough. Doing so will cause the Triverse Gate to appear on the continent northwest of Garam. However, if you start the second playthrough, you cannot reach that continent until you obtain the airship Ventus (P.227), so you will not be able to enter the Triverse Gate yet—be aware of this.

It is surrounded by mountains, and you cannot land by ship. This continent is encircled by mountains, preventing landing by ship.

Understanding the structure of the Triverse Gate

The first time you enter the Triverse Gate, a single pillar of light stands on the map at the entrance/exit. Entering the pillar allows you to proceed into the dungeon; if you defeat the boss in the deepest part, that floor is cleared. Afterwards, when you return to the entrance/exit, another pillar of light will be standing, allowing you to challenge a new floor. Repeat this to clear all eight floors, and you will have completely conquered the Triverse Gate.

Mini-maps cannot be used on any floor, and all appearing enemies are formidable. There are no Memory Circles, so be sure to sufficiently strengthen your characters before attempting it. If you are not confident about defeating a boss, consider returning to the entrance from the pillar of light located just before the boss to prepare again. However, these pillars of light are one-way—if you want to retry, you will have to start again from the floor's entrance.

■ Rules unique to the Triverse Gate

- Mini-map unavailable
- Memory circles only exist at entrances and exits
- Each layer has a boss; defeating the boss causes the next layer to appear

Recommended levels for each floor

Layers	Recommended Level	Layers	Recommended Level
1	70	5	90
2	75	6	100
3	80	7	110
4	85	8	120

Obtain rare items unavailable elsewhere

As a high-difficulty dungeon, the Triverse Gate offers equipment commensurate with the challenge. In addition to items obtained from treasure chests, pay attention to items acquired through the sub-events introduced on the right-hand page and items dropped by enemies. None of these can be obtained elsewhere, they are high-performance, and they are useful for clearing the Triverse Gate. Enemy drops are all low probability, but you should collect them as much as possible.

The joy of dungeons. You can also see John here; When you defeat the boss, you encounter With

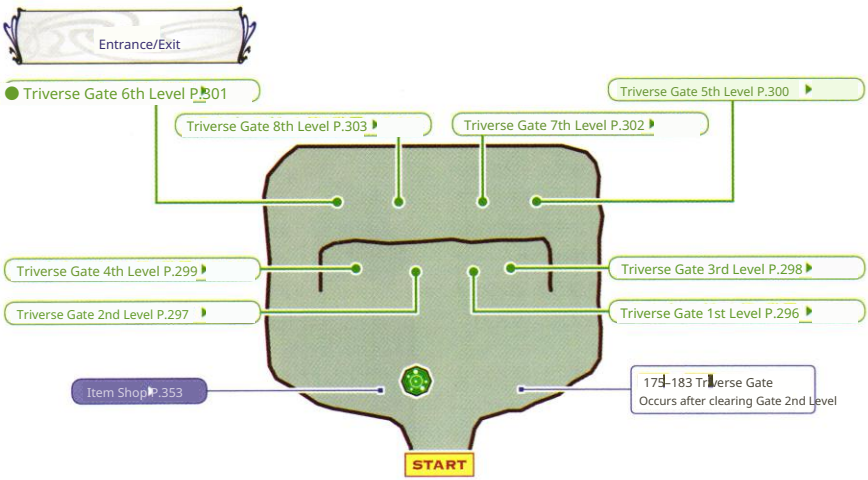
Rare items obtainable from sub-events within the Triverse Gate

Item name	Category	Wielder	Acquisition method	
Heavenly Sword Varuna	Weapons	Luka	Sub-event 176 Weapons obtained as rewards from "Heavenly Sword Varuna"	▸P.281
Spirit Gun Lucifer	Weapons	Ilia	Sub-event 177 Weapons obtained as rewards from "Spirit Gun Lucifer"	▸P.282
Divine Blade Susanoo	Weapons	Spada	Sub-event 178 Weapons obtained as rewards from "Divine Blade Susanoo"	▸P.282
Radiant Sword Israfil	Weapons	Anju	Weapon obtained as a reward from Side Event 179 "Radiant Sword Israfil"	▸P.282
Divine Gun Hades	Weapons	Ricardo	Sub-event 180: Weapons obtained as rewards from "God Gun Hades"	▸P.282
Roaring Fist Rudra	Weapons	Elmana	Sub-event 181: Weapons obtained as rewards from "Roaring Fist Rudra"	▸P.282
Phantom Spear Athena	Weapons	Kyukyu	Sub-event 182: Weapons obtained as rewards from "Phantom Spear Athena"	▸P.282
True Tome Asclepius	Weapon	Conway	Sub-event 183: Weapons obtained as rewards from "True Tome Asclepius"	▸P.282

Valuable items dropped by enemies inside the Triverse Gate

Item name	Category	Equipped by	Enemies that Drop the Item	Enemy Spawn Locations	
Sierra Robe	Armor - Body	Conway	Cadavre	P.312 5th Layer	▸P.300
Sirinui Shoruku	Armor - Body	Kyukyu	Gargoyle	P.312 5th Layer	▸P.300
Aqua Vestiti	Armor - Body	Iria	Cauchemar	P.316 5th Floor	▸P.300
Vento Armatura	Armor	Spada	Skullet	P.318 5th Floor	▸P.300
Blue Amulet	Accessory	All	Negasion Delis	P.322 5th Floor MAP3	▸P.300
Titan Fist	Weapons	Elmana	Cornu	P.316 6th Floor	▸P.301
Lumenstra	Armor - Body	Ange	Kochinere	P.316 6th Floor	▸P.301
Froga Panopria	Protective Gear	Luca	Cornu	P.316 6th Floor	▸P.301
Krausoras	Weapons	Ange	Lapan	P.330 6th Layer	▸P.301
Finalchaketa	Armor - Body	Elmana	Lapan	P.330 6th Layer	▸P.301
Evihishwarz	Armor - Body	Ricardo	Roux	P.331 6th Layer	▸P.301
Risky Ring	Accessory	All	Beatede Anshan	P.325 6th Layer MAP2	▸P.301
Inferno Sword	Weapons	Luka	Guerier	P.315 7th Layer	▸P.302
Shiden	Weapons	Spada	Sorda	P.319 7th Layer	▸P.302
Blizzard Mag	Weapons	Ilia	Tiraaru	P.320 7th Layer	▸P.302
Rath Argul	Weapons	Ricardo	Macchia Due	P.328 7th Floor	▸P.302
Demon's Ring	Accessory	Everyone	Message de Ciel	P.329 7th Floor MAP2	▸P.302
Boreas	Weapons	Kyukyu	Chevalier	P.317 8th Floor MAP1~MAP2	▸P.303
Necronomicon	Weapons	Conway	Mackia Torenta	P.328 8th Floor MAP1~MAP2	▸P.303

Map


Entrance/Exit
Triverse Gate 6th Level P.301
Triverse Gate 5th Level P.300
Triverse Gate 8th Level P.303
Triverse Gate 7th Level P.302
Triverse Gate 4th Level P.299
Triverse Gate 3rd Level P.298
Triverse Gate 2nd Level P.297
Triverse Gate 1st Level P.296
Item Shop P.353
175-183 Triverse Gate
Occurs after clearing Gate 2nd Level
START

Layer 1

●Obtainable Items List

Treasure Chest A: Red Verbena		エ Treasure Chest D: Divide		Ki Chest	Mixed Gummi ×2
Treasure Chest B: Life Bottle ×2		オ Treasure Chest E: Elemental Crest		ク Treasure Chest F: Elixir	
Chest C	Prominence Mug	Ka Treasure Chest	Reaper Helm		

Enemy List

Abeille ▸P.308
HP 6762 Steel Body —
Attributes: Fire Water Earth Wind Light Dark

Fleur ▸P.325
HP 19964 Steel Body 80
Attributes: Fire Water Earth Wind Thunder Light Dark

Maccia Margo ▸P.328
HP 10266 Steel Body 30
Attributes: Fire Water Earth Wind Thunder Light Dark

Shunīru (Shneur) ▸P.317
HP 20542 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Darkness

Beck ▸P.325
HP 10694 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light

Uses a wide-area spell "Cyclone". Once it begins casting, prioritize attacking it to interrupt the casting.

• Mission data

Number	Enemy group	Condition	Mission reward
1	Fleur/Abeille ×3	When the entire party wins with HP at 70% or above, AP gained is tripled.	

BOSS: Launch fire-attribute attacks from the rear ranks.

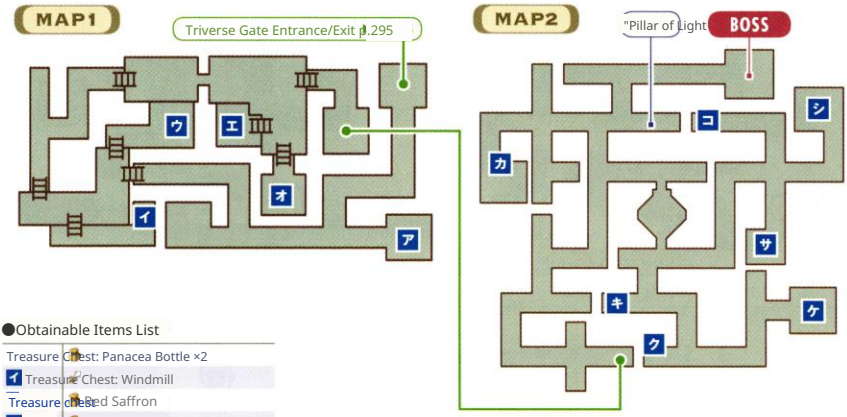
Because its attack reach is long, the rear guard is also likely to take damage. Move the rear guard to the very back of the formation in advance to minimize casualties. For that rear guard, Ilia, who can equip the fire-attribute weapon "Prominence Mag," and Conway, who can use the fire-attribute spell "Crimson Flare," are optimal. While Luka, with high physical defense, holds the enemy in place, the two should exploit the weakness with their attacks.

Be careful of the "Screw Hammer" attack that enemies use when your HP falls to half or below. If you are hit repeatedly, it will deal heavy damage. When the enemy begins to spin, be sure to guard to withstand it.

Ogurudevūru ▸P.311
LV 73 HP 249191 Steel Body 250
Attributes Fire Water Earth Wind Thunder Light
Drop Magic Mist [Confirmed]
Steal —

"Crimson Flare" would deal 5,000 damage in a single strike Degree of damage is given. 6000

2nd Floor



●Obtainable Items List

- Treasure Chest: Panacea Bottle ×2
- イ Treasure Chest: Windmill
- Treasure chest: Red Saffron
- エ Treasure Chest: Gummies ×2
- Treasure chest: Fujin
- Ka Treasure Chest: Demon's Cap (デモンズキャップ)
- Ki Chest: Lemon Gummy ×2 (レモングミ×2)
- ク Treasure Chest: Treat
- Treasure Chest (宝箱): Life
- Sun Treasure Chest: Elixir ×3 Speci
- Sa Trea: fic Elemental
- ケ sure Chest: Treasure Chest (サ 宝箱 宝箱): フボトル×3 スペシフィック エレメンタルリボン)

Enemy List

Escril (エスクリル) ▸P.310
HP 18126 Steel Body (HP 18126 鋼体)
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Sound

Buve (ブーベ) ▸P.325
HP 16626 Steel Body 100
Attributes: Fire Water Earth Wind Thunder Light Dark

Mimesis (ミメシス) ▸P.329
HP 26108 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Sorcerer ▸P.319
HP 17418 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Darkness

Makkia Uno ▸P.327
HP 8990 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light

Receiving "Stone Spore" will petrify you. Attack from a distance with wind-attribute spells, which are its weakness.

• Mission data

Number	Enemy group	Condition	Mission Rewards
1	Escryle ×2 / Mimesis / Sorcerer	Defeat 2 enemies with their weak attribute	Grade gained +10
2	Escril ×2 / Macchia Uno ×2	Execute 2 Guard Counters	AP gained x4

BOSS Divide your front and back to disperse counterattacks

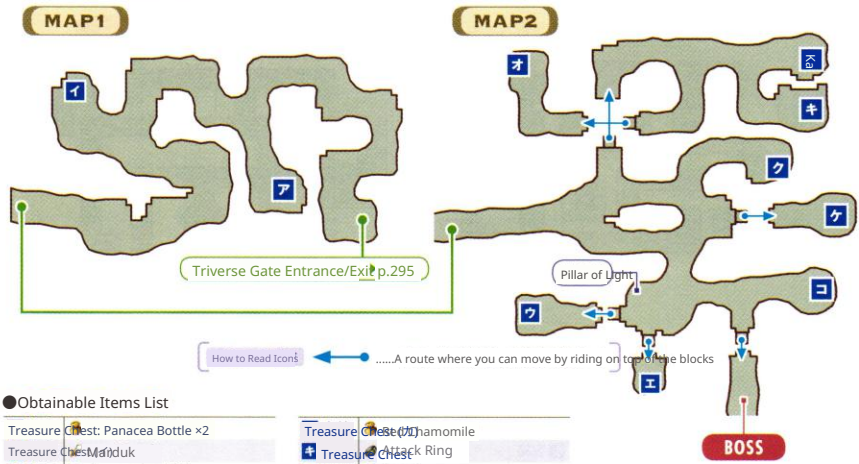
The enemy's weakness is Wind attribute, so equip the "Fujin" and "Windmill" obtainable from the chests on this floor, and place Sparda and Ermana in the front line. Put Ilia in the rear to perform healing arts and also attack with "Cyclone." Have one front-line character fight the enemy head-on while you control the other front-line character to attack from the enemy's rear. Doing this will disperse the enemy's counterattacks.

When the enemy's HP falls below half, it will use a sliding charging attack and a surrounding attack called "Terror Shout." Both attacks inflict the Fear status, so equip "Fear Check."

Morsodei Mortality ▸P.329
LV 76 HP 303833 Steel Body 360
Attributes: Fire Water Earth Wind Thunder Light Dark
Drops: Black Onyx [Guaranteed]
Thief —

Before a sliding attack, the enemy raises its upper body. If you see this, brace your guard.

3rd Floor



●Obtainable Items List

- Treasure Chest: Panacea Bottle ×2
- Treasure Chest: Manduk
- Treasure Chest: Full Divide
- エ Treasure Chest: Bottle ×2
- Treasure Chest: Leonis
- Treasure Chest: Chamomile
- カ Treasure Chest: Black Ring
- ク Treasure Chest
- Treasure Chest: Specific
- コ Treasure Chest: Gummi ×2

Enemy List

Ale ▸P.310
HP 11564 Hardened Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Oiseau ▸P.311
HP 10304 Hardened Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Dinosol ▸P.320
HP 15564 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Ligh

▲ This formidable enemy has two types of attacks that can petrify on hit. You should prepare by using accessories that prevent it in advance.

Sanglier ▸P.317
HP 16086 Hardened Body 40
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Macchia Cinque P.328 ▸
HP 11058 Steel Body —
Attributes: Fire Water Earth Wind Thunder Light D

• Mission data

Number	Enemy group	Condition	Mission reward
1	Sanglier/Dinosol/Macchia Cinque ×2	Defeat two enemies with a specific skill	CL increases by up to 60%
2	Dinosol ×2/Oiseau/Aile	Execute a 50-hit combo	Experience gained becomes 4 times higher

BOSS Stop movement with attacks that have a down effect

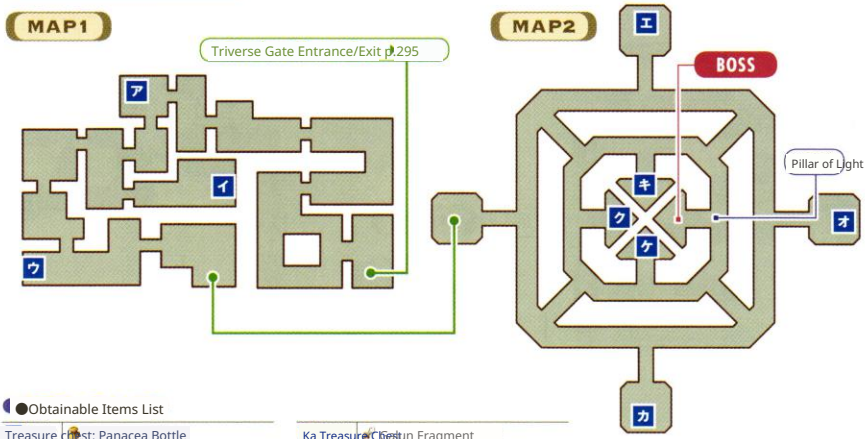
Because it runs freely across the battlefield, it is difficult to land melee attacks. Moreover, it preferentially targets the rear ranks, making it troublesome and also hard to use arts against.

Here, survive the enemy's attacks by guarding, and in the opening after their attack, land moves that cause down effects such as "Lion "Roar" (Shishi Senkou). Then concentrate your attacks on the downed enemy. If you include Ilia, who has the ability "Concentrate," in your party, it will be easier to hit the water elemental weakness and deal damage more efficiently. Note that when the enemy's HP falls below half, it will use an attack that whips up wind, but there is no need to change the tactic of guarding the enemy's attacks and then counterattacking.

Owa Zō Derējando ▸P.311
LV 80 HP 242408 Steel Body 180
Attributes: Fire Water Earth Wind Thunder Light Dark
Drop: Moon Crystal [Guaranteed]
Thief —

When the wind starts to pick up, it may blow you away, so keep your distance and guard.

4th Floor



●Obtainable Items List

Treasure chest: Panacea Bottle		Ka Treasure Chest	Fortun Fragment
イ Treasure chest: Talisman		Ki Chest	All Divide
Treasure chest: Red Sage		ク Treasure Chest	Trust
エ Treasure Chest	Long Spear	ケ Treasure Chest	Specific
O Treasure Chest	Elixir		

Enemy List

Guruneuil ▸P.315

HP 16666 Steel Body —

Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Tétar ▸P.320

HP 11698 Steel Body —

Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Minure ▸P.329

HP 10304 Steel Body 80

Attributes Fire Water Earth Wind Thunder Light 闇

Siren ▸P.317

HP 13110 Steel Body —

Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Maccia Grande p.327

HP 16046 Steel Body 60

Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

▲The "Earth Dive," where it burrows in to the ground and attacks from beneat h your feet, is dangerous. If you see it going into the ground, guar

• Mission data

Number	Enemy group	Condition	Mission reward
1	Tetal ×2 / Sirene ×2	Prevent 10 chantings	Acquired grade increases by 15
2	Minure ×2 / Gurney / Tetal	Steal items 2 times	Recover HP up to 70% of maximum

BOSS "Make the most of the few chances to attack"

Using normal attacks with a knockback effect, it attacks the front line, and with the long-range skill "Shadow Nail" i t attacks the back line. Our chances to attack are limited, s o aim to deal large amounts of damage in a short time by accurately exploiting its weaknesses to Lightning and Ligh t attributes. For that, bring Ricardo, who can equip the Lig htning-attribute "Cor Leonis" found on the 3rd level, and K yukyu, who can equip the Light-attribute "Longomiante" o btainable on the 4th level. For the remaining two, use Anju and Conway with the "Concentrate" ability set. In particul ar, Conway, who can use the advanced Lightning skill "Indi gnation," will be especially useful.

Maccia Delroy ▸P.328

LV 85 HP 296552 Steel Body 420

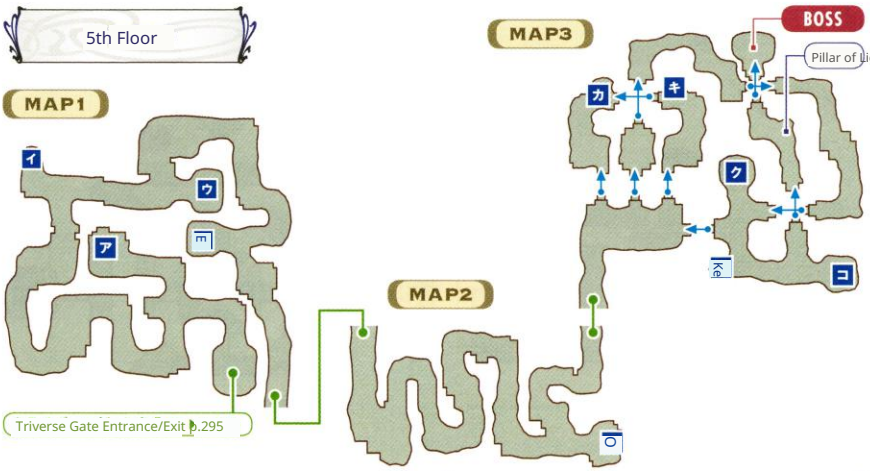
Attributes: Fire Water Earth Wind Lightning Light Dark

Fall Feat Symbol [Confirmed]

Thief —

If you set the ta ctic to "Defensiv e Battle", the enemy's "Shadow Ne It may also dodge the "ill" for you.

5th Floor



How to Read Icons ← .....A route where you can move by riding on top of the b

●Obtainable Items List

ア Treasure Chest: Panacea Bottle ×2	O Treasure Chest: Elixir Bottle ×3	Ke Treasure Chest: Mixed Gummi ×2
イ Treasure Chest: Red Savory	Ka Treasure Chest: Miracle Gummy	コ Treasure Chest: Chestconostro
Treasure Chest: Lemon Gummy ×2	Ki Treasure Chest: Tent	
エ Treasure Chest: Geomes Kory	ク Treasure Chest: Elixir	

Enemy List

Cadavre ▸P.312
HP 15005 Steel Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Darkness

Koschmar ▸P.316
HP 8836 Steel Body 40
Attributes: Fire Water Earth Wind Thunder Light Dark

Macchia Ventii p.327
HP 18006 Steel Body 80
Attributes: Fire Water Earth Wind Thunder Light Dark

Gargouille ▸P.312
HP 8836 Iron Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Darkness

Scletto ▸P.318
HP 10504 Iron Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Foot

Makkia Dieci p.328
HP 11338 Iron Body —
Attributes: Fire, Water, Earth, Wind, Thunder, Light,

• Mission data

Number	Enemy group	Condition	Mission reward
1	Scletto ×3 / Gargoyle	Only playable characters are forbidden to attack; TP is fully restored to 100%	

BOSS Prepare thoroughly against poison before engaging

The enemies' attacks have long forward reach, and spells with long casting times are easy to interrupt. Moreover, troublesome is the effect that adds poison to all attacks. If you don't preemptively equip accessories like "Poison Check" to prevent it, healing will fall behind.

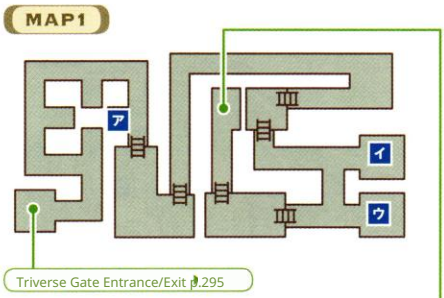
Negasion Delice ▸P.322
LV 91 HP 400166 Copper Body 320
Attributes: Fire Water Earth Wind Thunder Light Dark
Drop: Blue Amulet [Guaranteed]
Steal —

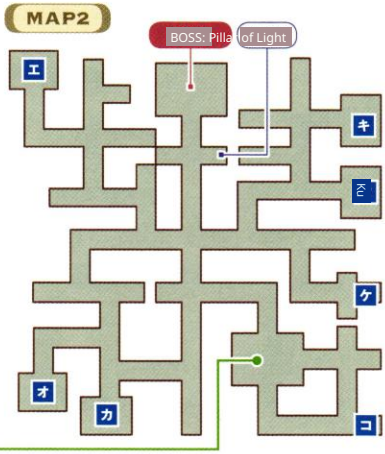
The recommended tactic for this battle is to control a rear-row character yourself. With Conway equipped with the ability "Spell Keep," repeatedly cast from a position out of the enemy's attack range. At that time, place Luka in the front row with the tactic set to "Defensive Combat" so he can act as a wall. That will allow you to use spells more safely.

The range of its normal attack is long, but if you make sure not to stand directly in front of it, you should be

Triverse Gate Strategy
300 TALES OF INNOCENCE R OFFICIAL COMPLETE GUIDE

6th Floor





Obtainable Items List

Treasure Chest: High Dark Bottle		Treasure chest	Miracle Gumi
イ Treasure chest Life Bottle ×2		Key treasure chest	
Chest C	Red Lavender	Treasure Chest	Mix Gummy ×2
エ Treasure Chest	Grenza Cappello	Various treasure chest	
O Treasure Chest	Plum Sanatio	Daily treasure chest	Air Bride

Enemy List

Kochinere ▶P.316

HP 17230 Steel Body —

Attributes: Fire Water Earth Wind Thunder Light Dark

Cornu ▶P.316

HP 14378 Steel Body 80

Attributes: Fire Water Earth Wind Thunder Light Dark

Lapan ▶P.330

HP 15346 Steel Body —

Attributes: Fire Water Earth Wind Thunder Light Dark

▲ "Grand Cross" is dangerous if take n head-on. If you cannot stop the cas ting, endure it with Magic Guard.

▲ The attack that stomps the ground is troublesome. It won't hit if you stay away, so attack from a distance or use spells from another position.

Roux ▶P.331

HP 18720 Steel Body —

Attributes: Fire Water Earth Wi

Mission data

Number	Enemy group	Condition	Mission reward
1	Cornu ×2 / Cochinelé ×2	Do not let the entire party be incapacitated. Experience gained is quadrupled. Win within 45 attack turns to obtain "Specific."	
2	Lapin ×2 / Lu ×2		

BOSS: 1 person acts as a wall while 3 others perform magical attacks

Physical attack is extremely high; if hit directly, back-ro w allies will be helpless. To protect the back row, front-lin e members should engage in close combat to hold enemi es in place. The enemy's techniques are Earth-elemental, so equip armor with resistance if possible. A recomme nded party is Luca in the front line, and Anju, Ricardo, an d Conway in the back row. With this lineup, have Luca clin g to the enemy and focus on guarding. While holding the m in place that way, the back row should continuously ca st "Black Hole" and "Bloody Howling." Note that if Luca is incapacitated, the risk of total party wipe increases, so pri oritize Luca's healing by Anju.

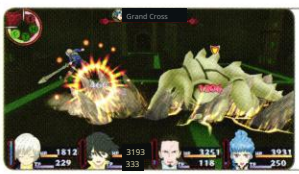
Beatede Anshan ▶P.325

LV 100 HP 487904 Steel Body 360

Attributes: Fire Water Earth Wind Thunder Light 闇

Drop: Risky Ring [guaranteed]

Steal: —



If struck by "Eart h Wave" you will be pushed back while taking rep eated hits. Guarding is essential.

7th Floor

● Items Obtained List

Treasure Chest A	Red Saffron	Treasure chest D	Life Bottle ×2
Treasure Chest B	High Holy Bottle	[Treas	Ganaal Shinta
Treasure chest C	Einstanisfoot	Treasure Chest E	Elixir
Treasure chest F	Specific	[Treas	Treat
Treasure chest G	Demon Gummy ×2 (レモングミ×2)	Treasure chest H	All Divide

Enemy List

Onble ▶P.311

HP 9816 Steel Body —

Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark

Guerier ▶P.315

HP 25754 Steel Body 100

Attributes: Fire, Water, Earth, Wind, Thunder, Light

Tiraaru ▶P.320

HP 18661 Steel Body —

Attributes: Fire, Water, Earth, Wind, Thunder, Light, [A

▲ Uses high-level spells of all attributes. All of them have wide ranges, so if you see casting begin, be sure to interrupt it.

Sorda ▶P.319

HP 20160 Steel Body 40

Attributes: Fire, Water, Earth, Wind, Thunder, Light

Maccia Due ▶P.328

HP16790 Steel Body —

Attributes: Fire Water Earth Wind Thunder Light Dark

• Mission data

Number	Enemy group	Condition	Mission reward
1	Solda / Macchia Due ×2 / Ombre	Defeat 2 enemies with an Ultimate Seal Art	Acquire "Treat"
2	Macchia Due / Guerier ×2 / Ombre	Knock down 15 times	Grade gained increases by 20

BOSS: Against enemies without weak attributes, rely on a high number of attacks

This formidable enemy has the highest physical attack of all foes. Its other stats are also uniformly high and it has no elemental weaknesses, but its steel-body value is slightly lower. Targeting this is the key to your strategy. Put Spada and Elmina in your party and use high-hit-count, high-steel-damage attacks like "Sansayu" and "Rengadan." Set your tactic to "Quantity-focused Combat" and chain links together to steadily chip away at its HP. If you can land guard counters on the enemy's rage attacks, getting over 100 hits won't be difficult.

Mesaje de Ciel ▶P.329

LV 110 HP 554842 Steel Body 210

Attributes: Fire Water Earth Wind 雷 Light 闇

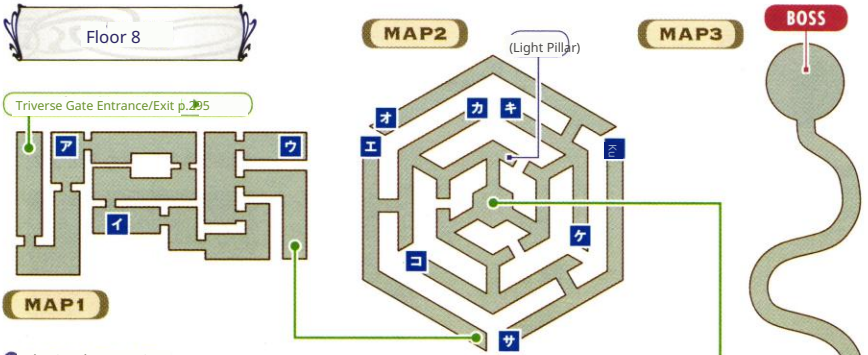
Drop: Demon's Ring [Guaranteed]

盗 —

Be careful of the consecutive axe and spear attacks. If they hit you, you will be knocked down, so don't forge

On the other hand, the enemy's attacks all have a high number of hits. Their deployment speed is also fast and hard to dodge, so survive them by a tactic

Floor 8



Obtained Items List

Treasure chest: High Holy Bottle	Ki treasure chest: Full Divide
Treasure chest: Apple Gummy ×3	Treasure chest: Hastir
Treasure chest: Miracle Gummy	Ga treasure chest: Hastat
Treasure chest: Orange Gummy ×3	Sun Treasure chest: Specific
Treasure chest: Struro Shlem	Treasure chest: Sacapel
Treasure chest: D Verbena	

Enemy List

Ansect ▶P.309

HP 7168 Steel Body —

Attributes: Fire, Water, Earth, Wind, Th… Light, Dark

Tresor ▶P.322

HP 15902 Steel Body 60

Attributes: Fire Water Earth Wind Thunder Light Dark

Macchiatore ▶P.328

HP 18063 Steel Body —

Attributes Fire Water Earth Wind Thunder Light 闇

Chevalier ▶P.317

HP 43962 Steel Body 30 Mushot" or "Fearful Flare" to inflict Poison status

Attributes: Fire Water Earth Wind Thunder Light Dark

◀ Has no resistance to status ailments, so use "Beno

Macchiatore Trenta ▶P.328

HP 24118 Steel Body 80

Attributes Fire Water Earth Wind Thunder Light 闇

• Mission data

Number	Enemy group	Condition	Mission reward
1	Macchia Trenta ×2 / Chevalier / Tresor	Only the playable character's Artes (technique… are prohibited	Gald earned ×5
2	Insect ×2 / Chevalier ×2	Win with the entire party taking no damage	Grade earned +50

CHECK POINT

2 To clear this, the key is to make use of the ability "All Rai se". First, in the tactics, set the party so that no one uses O verlimits, and keep the gauge ready so it can be activated at any time. Then equip "All Raise" on everyone; when the mission s tarts, Overdrive, Ultimate, Chain Capacity, and other beneficial effects will be applied to everyone, making the battle much easier.

Keep the gauge ready so it can be activated at any time. Then equip "All Raise" on everyone; when the mission s tarts, Overdrive, Ultimate, Chain Capacity, and other beneficial effects will be applied to everyone, making the battle much easier.

BOSS You cannot deal damage unless you deplete the steel body

Its HP is extremely high, and it has the trait that you cannot deal damage unless its steel body is reduced to 0. The recommended party for this fight is Luca, Anju, Ricardo, and Conway. Have Luca stick to the enemy and use Guard to take all attacks. Meanwhile, the other three should use Artes with high steel-body reduction values, such as "Grand Dasher" and "Gravity". Once the steel body melts away, Luca can join the attacks.

Also, when HP falls to two-thirds or below, the enemy will start activating Over Limit. The thunder attack used while it is active is dangerous, so be sure to guard and endure it.

Rotus Delyeune ▶P.332

LV 126 HP 999999 Steel Body 180

Attributes Fire Water Earth Wind Lightning Light Dark

Drop —

Steal —

"Limit Absorb," which absorbs the Over Limit gauge, should be avoided by keeping your distance and evadi

Ricardo & Ermanna Chapter

Ricardo

Hot-blooded Physical Education Teacher

The Black Panther of Kalegia

Idol candidate

Become Hypnos

Precise Hunter

Tiger Ears

Curly-Haired Ricardo

Adult Glasses

Elmana

School Mascot

Boku-Style Tomboy Pirate

Idol candidate

Role-Playing Vritra

A devout sister?

Dog ears

Curly-haired Ermana

Goggle girl

Check out the main story's titles and costumes too!

Ricardo: Thorns of the Ball

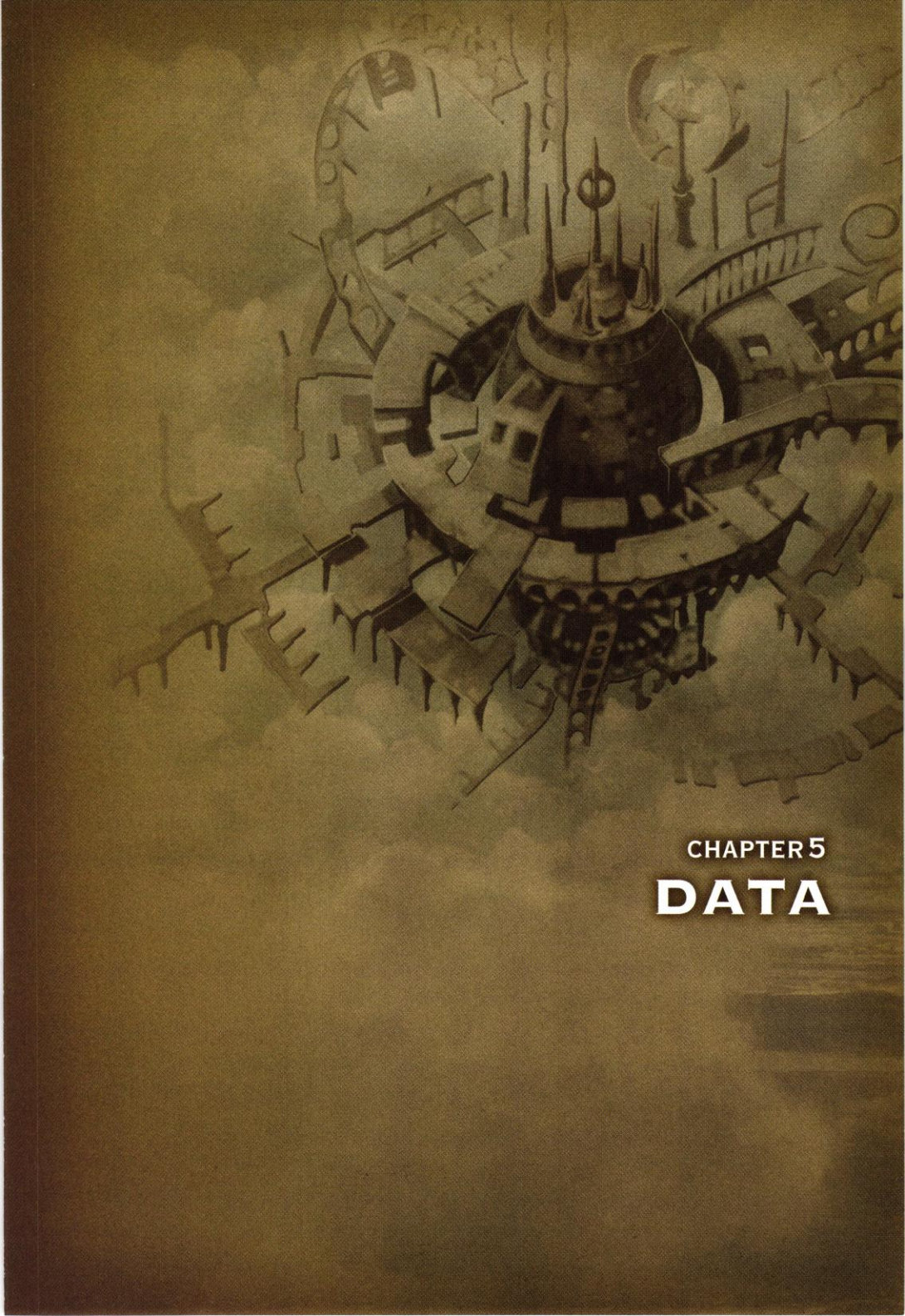
Ricardo: The Wolf Wearing Rabbit Ears

Ricardo: Man of the Sea

Ricardo: Black Guard
Ermana: Gothic Lolita Girl

Ermana, cat-eared girl

Ermana: Southern Island Girl



CHAPTER 5

DATA

Enemy Data

Including bosses, all 309 enemies are listed in Japanese syllabary order. Data such as “Steel Body” and “R age Value,” which do not appear in the bestiary, are also published, so please use them to assist in battle.

2 How to Read Enemy Data

1 Name

Enemy name. Enemies with the same name but different stats are distinguished by adding (1) or (Arena), etc., after the name.

● Attributes

The element added to that enemy's normal attacks and non-attribute artes.

3. Bestiary

The number assigned when the monster is registered in the “Library ” monster bestiary. If that enemy is not registered, “-” is shown.

4 Experience Points

The experience points received at the end of battle when that enemy is defeated.

• Gald

The Gald received at the end of battle when that enemy is defeated.

6 AP

The AP received at the end of battle when that enemy is defeated.

• HP

The enemy's maximum HP.

8 LV.

The enemy's level.

9 Status

The enemy's stats. The meaning of each item is as follows.

Physical Attack・・・The higher it is, the more damage you receive from enemies' normal attacks and skills
Physical Defense・・・The higher it is, the less damage you deal to enemies with normal attacks and skills
Magic Attack・・・The higher it is, the more damage you receive from enemies' magic
Magic Defense・・・The higher it is, the less damage you deal to enemies with magic
Luck…Luck. See details on P.010
Anger ..... Anger value. See details on p.040
Steel Body…… Steel Body value. See details on p.039
Stun・・・・・・Stun resistance value. See details on p.039

⑩ Attributes

These indicate (%) representing an enemy's elemental resistance, measured in percent. For example, if it says "Fire 75" then damage dealt to that enemy by fire-element attacks will be 75% (25% reduc ed), and if it says "Water 125", then damage dealt by water-element attacks will be 1

1 Status Abnormalities

Enemy status ailment resistance value. It affects the probability of c ausing a status ailment when an attack that inflicts that ailment is us ed on the enemy. A value of "0" means the enemy is very likely to be come afflicted with that status ailment; a value of "50" halves the chance of becoming

Asleep…… Poison 毒 …… Weakness Ma Mabi
Fear... horror Stone……Petrification

⑫ Obtainable Items

Items obtainable from enemies. "Drop" indicates items that may be obtained at the end of battle when that enemy is defeated. The pro bability of obtaining them increases in the order "Ultra Rare" < "Rare " < "Normal" < "Guaranteed". Also, "Stealable" indicates items that c an sometimes be obtained by using Anju's or Ermanna's "Rover Item", and the base p

⑬ Main Appearance Locations

Main locations where the enemy appears. If it says "near ○○", the enemy appears on the field near that place name. Enemies listed with a story flow number, sub-event number, or arena are normall y not encountered in the field; they can be fought only during that story flow, sub-e

Argent Gunner — Pokedex 75 | Main appearance location: Battleship Ravendell P.190

LV. 33 | Physical Attack 239 Support Attack 18 | Luck 0 Bronze Body — | Experience 243 Gald 342 | AP 1
HP 992 | Physical Defense 508 Martial Defense 159 Rage 1 Stun 100 Drops: Spectacles | Normal
Affinities Fire Water Earth Wind Thunder Light Dark Statuses Poison Decay Paralysis Fear Petrify Drops —
Resistance 100 100 100 100 125 100 100 異常 0 | 0 100 0 100 Stealable —

Earth Draco — Pokedex 95 | Main appearance locations: Garupos Jungle P.199

LV. 36 | Physical Attack 202, Magical Attack 67 Luck 2 | Steel Body— | AP 2
HP 2787 | Physical Defense 178, Martial Defense 1 怒り 1 | Faint 100, Drops: Spectacles | Experience 199, Gald 451 | Normal
— | Drops: Lemon Gummy | Rare
Attributes: Fire Water Earth Wind Thunder Light Dark | Status: Poison Paralysis Sleep Fear Petrify
Resistances: 100 100 50 150 100 100 100 | Abnormal: 100 100 100 100 100 | Stealable: Potato | 30%

Yayou Lower Mouth (Arena)

Bestiary — | Main appearance locations: Arena, Mid-level Party Battle | P.290

LV.30 Physical Attack 381116 | Magical Attack | Luck 2 | Bronze Body | 経験値 — | Gald — | AP —
HP 1915 Physical Defense 151122 Rage 1 Stun | Magical Defense | Drop —
Attributes Fire Water Earth Wind Lightning Light Dark Status Poison Weakness Paralysis Fear Petrify | Drop —
Nature 100 100 50 150 100 100 100 100 100 100 100 | 異常 | 盗める —

アースバット

Pokedex 60 Main appearance location: Calypso Mine | P.174

LV.25 Physical Atk 81 Magical Atk 25 | Luck 2 Steel Body | EXP 133 Gald 160 | AP 2
HP 1051 Physical Def 83 Magical Def 118 | Rage 19 Morale 100 Drops | Decline Paralysis Fear Petrify | マト | Normal
Fire Water Earth Wind Thunder Light Dark Status | Poison | Drops: Monster Claw | Rare
性 100 100 75 125 100 125 75 | 異常 100 100 100 100 100 3 | 盗め —

アーマードボア

Pokedex 158 Main appearance location: Pilgrimage of Soul | P.240

s, Kardia LV.59 Physical Atk 472 Magical Atk 34 Luck 0 Bronze Body 40 EXP 697 Gald 1145 HP 13361 Physical Def 142 Magical Def 1 | AP 3
05 Rage 4 Morale 100 Drops 属 Fire Water Earth Wind Thunder Light Dark Status Poison Decline Paralysis Fe | Normal
ar Petrify Drops 1100 1
00 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗める —

アーム

雷 | Bestiary 71 Main Appearance Location: Interdimensional Rift — Niegel | P.182

LV.29 Physical Attack 15 | Magic Attack 90 | Luck 0 Bronze Body — | Experience 204 | Gald 200 | AP 2
HP 1062 Physical Defense 147 | Magic Defense 396 | Rage 9 Stun 100 Drop: Seven-inch (item?) Twenty-one | Super Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Paralysis Blind Fear Petrify Drop Rate | とす
性 100 100 150 100 50 100 100 100 100 100 50 Cannot be stolen | 異常 —

Ice Soul

Water Bestiary 127 Main Appearance Location: Garden of Divine Waiting | P.216

LV. 46 | Physical Attack 58 | Magical Attack 81 | Luck 2 Bronze Body — | Experience 476 Gald 940 | AP 3
HP 3312 | Physical Defense 225 | Magical Defense 303 | 怒り 4 Stun 100 Drop Zouzu | とす マント | Super Rare
Attribute: Fire Water Earth Wind Thunder Light Dark Status: Poison | 衰 | Paralysis Fear Petrify Drops —
性 150 50 100 100 100 100 100 | 異常 100 100 100 100 50 | 盗める —

Zouku?*(Arena)

Water Bestiary — | Main Appearing Locations: Arena Single Battle (Advanced) | P.288

LV.51 Physical Attack 25 Magic Attack 100 | Luck 2 Steel Body Experience Gald — | Gald — | AP —
HP 3532 Physical Defense 247 Magic Defense 665 | Rage 8 Stun 100 Drop Seven-Inch —
Attributes: Fire Water Earth Wind Thunder Light Dark | Status: Poison, Decay, Paralysis, Fear, Petrify Drops —
性 150 50 100 100 100 100 100 | 異常 100 100 100 100 50 | 盗める —

Ice Demon

Water Bestiary 129 Main Appearing Location: Garden of Divine Waiting | P.216

LV.47 Physical Attack 466 Magic Attack 299 | Luck 2 Copper Body — | Experience 482 Gald 716 | AP 2
HP 5326 Physical Defense 283 Magic Defense 195 Stun 83 | Rage 3 | Drops Pine Gummy | Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify | Drops Diabolos | Super Rare
Affinity 125 75 100 100 100 125 75 Abnormal 100 100 100 100 100 Steal | め —

Aqua Rex

Water Encyclopedia 86 Main Encounter Location Northern Sea | P.139

LV. 39 | Physical Attack 255 Magic Attack 12 Luck | 1 Copper Body — | Experience 139 | Gald 233 | AP 1
HP 3110 | Physical Defense 163 Magic Defense 86 | 怒り 4 | Stun 100 Drop: Seven-Inch Mouth | Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drops Monster Fang | Normal
Affinity 100 75 100 100 125 100 100 Abnormal 100 100 100 100 100 Steal Today | め - | 30%

Aquarex (Arena)

Water Bestiary — | Main appearance locations: Coliseum; Advanced Party Battle | P.291

LV. 51 | Physical Attack 505 Magic Attack 30 | Luck 1 | Bronze Body | Experience Points | Gald — | AP —
HP 5974 | Physical Defense 209 Magic Defense 11 | 怒り 5 | Stun 56 | Drop —
Attributes: Fire Water Earth Wind Lightning Light Dark; Status: Poison Weakness Paralysis Fear Petrify | Drop —
Resistance: 100 75 100 100 125 100 100 100 100 100 100 | 異常 | 盗める —

Ashihara Rabbit

Bestiary 46; Main appearance location: Near Ashihara in the Eastern Country | P.139

LV. | Physical Attack 21 104; Magic Attack 31; Luck 2; Bronze Body — | Experience Points 119; Gald 76 | AP 2
HP | Physical Defense 2117 85; Magic Defense 32; Rage 5; Stun 100; Drop — Two | シジン | Normal
属 | Fire Water Earth Wind Lightning Light Dark Read Status Poison Weakness Paralysis Fear Petrify Drop | 性 | 100 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗める ニンジン | 30%

アシ Hachimon Woman Ki (Coliseum)

Bestiary — | Main Appearing Locations: Arena Party Battle (Intermediate) | P.290

LV. 30 | Physical Attack 386 Magical Attack 42 Luck | 0 | Bronze Body | Experience — | Gald — | AP —
HP 2873 | Physical Defense 116 Magical Defense 5 | 怒り 4 | KO 81 | Drop —
House Fire Water Earth Wind Thunder Light Dark Status: Poison Weakening Paralysis Fear Petrify | Drops —
Elemental Rates 100 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗る 3

Adamant Bat

Pokedex 74 Main Appearing Locations 058 "Beast Slaying" | P.266

LV.32 Physical Atk 149 Magic Atk 62 | Luck 2 | Copper Body 30 EXP | 244 galds 507 | AP 1
HP 2706 Physical Def 105 Magic Def 14810 | 怒り | Faint 100 Fall Seven Sun —
14810
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Petrify Drop | 異常 | 盗める —
Resistances 100 100 100 100 100 100 100 100 100 100 100

アックスビーク

Bestiary 40 | Main Appearance Location: Shopkeeper's Mansion P.264

LV. 19 | Physical Attack 151 | Magic Attack 13 | Luck 0 | Steel Body — | Experience 123 Gald — | AP 3
HP 1547 | Physical Defense 89 | Magic Defense 30 | Anger 5, Stun 100 | Fall seven inches | Rare
Attribute: Fire Water Earth Wind Thunder Light Dark Status | Poison, Weakness, Paralysis, Fear, Petrify Drops: Monster Feather | Rare
Resistance: 100 100 100 100 100 100 100 | 異常 100 100 100 100 100 | 盗める タマゴ 30%

ヤ多ヌヒ一个 (Arena)

Bestiary — | Main appearance locations: Arena, Party Battle (Beginner) P.290

Lv.18 Physical Attack 334250 EXP | Magical Attack 250 EXP | Luck | Steel Body — | — | Gald — | AP —
HP 1480, Physical Defense 805S, Anger 5, Stun 100 | Magical Defense 55 Anger 5, Stun 100, Fall measure
Attributes: Fire Water Earth Wind Thunder Light Dark Status Poison, Weakness, Paralysis, Fear, Petrify: Drops
Resistance: 100 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗める

アブルホール

Pokedex 147 Main appearance location Sky Castle P.235

Lv.57 Physical Attack 572, Magic Attack 52 | Luck 0 Steel Body 300 Experience 44921 | Gald 9950 AP 130
HP 201960, Physical Defense 223, Magic Defense 184 | Anger 1 Faint 5 Drops —
Attributes: Fire Water Earth Wind Light Dark; Status | Poison Weakness Paralysis Fear Petrify Drops —
Resistance: 100 100 50 125 100 100 100; Abnormal | 0 0 0 0 Stealable 0 —

Abeille

Wind Bestiary 181 | Main appearance locations: ??? (unreadable) 1st floor Experience 860 Gald 1506 A P.296

LV.71 Phys Atk 483 Mag Atk 65 | Luck 1 | Bronze Body | 怒り | P Drops: キュア | Rare
HP 6762 Phys Def 363 Mag Def 16710 Stun 100 | Drop: Life Bottle | Rare
Element Fire Water Earth Wind Lightning Light Dark Status Poison Petrify Paralysis Fear Stone
性 150 100 100 75 100 100 100 100 100 100 100 | 異常 | 盗める 3 —

Amurzes

Encyclopedia 140 Main Appearance Location: Airship Wentos P.229

LV.54 Physical ATK 384 Magical ATK 99 | Luck 2 Bronze Body 120 Experience 38,310 Money Card 8,860 | AP 126
HP 111,464 Physical DEF 221 Magical DEF 243 | Rage 2 Stun 3 Drops —
Attributes Fire Water Earth Wind Thunder Light Dark Status | Poison Decay Paralysis Fear Petrify Drops —
100 100 100 75 100 100 100 | 00 000 Stealable —
100 100 100 75 100 100 100 | 異常 0 —

アラクネー

Bestiary 150 | Main spawn location: near Sania Village P.139

LV. 57 | Physical ATK 183 Magical ATK 70 | Luck 1 Bronze Body — | Experience | Gald 1362 | AP 4
HP 4,896 | Physical DEF 381 Magical DEF 635 | Rage 1 Stun 97 | 675 | Drops: Poison Bottle | Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status | Poison Decay Paralysis Fear Petrify | Drops —
1125 100 100 100 100 100 100 | 異常 0 100 100 100 100 | 盗める —

Zikuichi (Arena)

Bestiary — | Main appearance locations: Arena Single Battle P.288 Advanced

LV.52 - Physical Attack 153 Magic Attack 69 | Luck 1 | Experience (bronze) Gald — | — | AP —
HP 4496 Physical Defense 233 Magic Defense 233 | 怒り 1 Stun 100 Instant Kill —
Attributes: Fire Water Earth Wind | 雷 | Light Dark Status | Poison | Decay Paralysis Fear Petrify Drop —
性 125 100 100 100 100 100 100 | 異常 0 | 100 100 100 100 | 盗める —

Alpine Beetle

Bestiary No. 160 Main Appearance Locations: Pilgrimage of Souls — Kardia P.240

LV. 59 | Physical ATK 215 Magic ATK 103 | Luck | 2 Bronze Body — | Experience 692 Gald 1256 | AP 2
HP 7598 | Physical DEF 234 Magic DEF 285 | 怒り 1 Stun 100 Drop: Seven-inch Three Lives | Rare
Attributes: Fire Water Earth Wind Thunder Light Dark Status | Poison | Decay Paralysis Fear Petrify | Drops: Banashy Bottle | Rare
Gender 125 100 100 100 100 100 100 | 異常 100 100 100 100 3 LEVE | 盗め 10%

アルベール

Encyclopedia No. 136 Main appearance location: Tenos Weapons Factory P.226

LV. 51 | Physical Attack 346 Magic Attack 183 | Luck 2 | Main appearance location: Tenos Weapons Factory | Fang Huan 1050 AP134
HP 79895 | Physical Defense 196 Magic Defense | 怒り | Copper body 140 Experience 33100 | Confirmed
Attributes: Fire Water Earth Wind Thunder Light Dark Status Poison | 1 Faint 14 Drops: Savory | Weakness Paralysis Fear Stone Drops —
性 100 100 100 100 100 50 125 | 異常 0 | 0 000 Can be stolen —

Zi Gen Bar - Gen (Arena)

Bestiary — | Main appearance location: Arena Extra Battle P.292

LV.67 Physical ATK 490 Magic ATK 297 | Luck 2 Steel Body 200 Experience — | Gald — | AP —
HP 97856 Physical DEF 269 Magic DEF 274 | Rage 2 Faint 4 Drops —
Attributes: Fire Water Earth Wind Thunder Light Dark Status | Poison Weakness Paralysis Fear Stone Drops —
Resistance: 100 100 100 100 100 50 125 Abnormal | 0 0 0 0 Can be stolen —

Arenie

Encyclopedia 19 Main Appearance Location Forest of Sorrow P.152

LV.10 Physical Attack 40 Magic Attack 44 | Luck 1 Steel Body Experience 63 Gald 73 | AP 1
HP 426 Physical Defense 54 Magic Defense 27 | Experience 63 Gald 73 | Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status | Anger 1 Faintness 100 Drops Seven-inch 求朴儿 | Normal
1100 100 100 100 100 100 100 | 異常 0 100 100 100 100 | Poison, Weakness, Paralysis, Fear, Petrify Drops: Orange Gummy 盗める —

アンジュ(1)

Bestiary — | Main Appearance Location Tenos Weapon Factory P.226

LV. Luck 42 Physical Attack 109 Magic Attack 214 | 2 Copper Body 90 Experience — | Gald — | AP —
HP 49,580 Physical Defense 239 Magic Defense 350 | 怒り 2 Faintness 7 Drops —
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness | Paralysis, Fear, Petrify Drop —
Resistance 100 100 100 100 100 50 100 * 0 0 | 0 0 0 Can be stolen —

アンジュ(2)

Bestiary — | Main Appearance Location Tenos Weapon Factory ▶P.226

LV.52 Physical Attack 123 Magical Attack 259 Luck 2 Steel Body 100 Experience — Gald — AP —
HP 52720 Physical Defense 291 Magical Defense 4272 Stun 7 Magical Attack Luck 2 Steel Body 100 Experience
Elements Fire Water Earth Wind Thunder Light Dark Status Poison Weak Paralysis Fear Petrify Drop
Affinity 100 100 100 100 100 50 100 Abnormal 0 0 0 Can Steal

怒り 2 Stun 7 — 落とす —
— —
0 0 —

アンジュ(3)

Bestiary — | Main Appearance Location Tenos Weapon Factory ▶P.226

LV.62 Physical Attack 125 Magical Attack 270 Luck 2 Steel Body 130 Experience — Gald — AP —
HP 58720 Physical Defense 344 Defense 504 怒り 2 Stun 7 Drop —
Elements Fire Water Earth Wind Thunder Light Dark Status
Affinity 100 100 100 100 100 50 100 Poison Weak Paralysis Fear Petrify Drop —
100 100 100 100 100 50 100 異常 0 0 0 0 0 Can be stolen —

Ansect

Bestiary 222 Main appearance location: フロア8 of the Dungeon ▶P.303

LV.120 Magic Attack 28 Physical Attack 826 Luck 1 Bronze Body — Experience Points 8093 Gald 1362 AP 3
HP 7168 Magic Defense 50 Physical Defense 1612 怒り 1 Faint 55 Drops: Spectacles Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weaken Paralysis Fear Petrify Drops: Lapis Crystal Super Rare
Affinity 100 100 100 100 125 100 100 異常 0 0 100 0 100 盗める —

アンバーベール

Bestiary 62 | Main appearance location: Calypso Mine ▶P.174

LV.25 Physical Attack 94 Magic Attack 85 Luck 0 Bronze Body Experience Points 130 Gald 295 AP 1
HP 5074 Physical Defense 49 Magic Defense 20 怒り 1 Faint 100 Drop: Fallen Inch ボイ Puo'er Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify Drop: Garlic Normal
Resistance 100 75 50 125 100 100 100 異常 0 100 100 100 100 Steal める キ Sen-sen Powder 30%

One in Ten Thousand

Bestiary No. 148 Main Appearance Location: Near Sania Village ▶P.139

LV.57 Physical Attack 185 Magic Attack 75 Luck 0 Iron Body — Experience Points Gald 1453 AP 2
HP 6344 Physical Defense 287 Magic Defense 187 Rage 3 Faint 86 Drops: Chicken Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify Drops: Spectacles Normal
Resistance 100 100 100 100 100 100 100 100 100 100 異常 盗め 3 —

ウィザード

Bestiary 44 | Main Appearance Location: Shopkeeper's Mansion ▶P.164

LV. 19 Physical Attack 43 Physical Defense 47 Luck 1 Steel Body Experience 123 Gald 191 AP 1
HP 1485 Physical Defense 31 Magic Defense Experience 123 Gald Normal
50 Rage 1 Mental State 100 Ochishichisu Chichiko Super Rare
Element: Fire Water Earth Wind 雷 Light/Dark Status: Poison, Weakness, Paralysis, Fear, Petrify, Drop: Serrano Fragment
Nature 100 100 100 100 100 100 100 異常 100 100 100 100 100 盗める オレンジグミ 10%

Bei cao yi xia (Arena)

Illustrated Guide - Main Appearance Locations: Arena Single Battle Beginner ▶P.287
Main Appearance Locations: Arena Single Battle Beginner
LV.18 Physical Attack 41 Magic Attack 47 Luck 2 Steel Body Experience Gald — Experience Gald — AP —
HP 1421 Physical Defense 54 Magic Defense 124 Rage 1 Mental Collapse 100 Ochishichisu Gald
1421 Physical Defense 54 Magic Defense 124 Rage 1 Mental Collapse 100 Ochishichisu
Element: Fire Water Earth Wind Thunder Light/Dark Status: Poison, Weakness, Paralysis, Fear, Petrify, Drop
Nature 100 100 100 100 100 100 100 100 100 100 異常 盗める —

Venom Insect

Bestiary 89 | Main appearance locations: Garupos Orchard ▶P.196

LV.34 Physical Attack 156 Magic Attack 117 Luck 1 | Experience 229 Gald Steel Body — 162 AP 3
怒り | Experience 229 Gald Rare
HP 2292 Physical Defense 156 Magic Defense 1171 Mental Collapse 100 Drop: ???
Element: Fire Water Earth Wind Thunder Light/Dark Status: Poison, Weakness, Paralysis, Fear, Petrify, Drop: General Helm Super Rare
Nature 125 100 75 125 100 100 100 Abnormal 100 1000100 100 Steal める —

Uo Uo

Water Bestiary 80 | Main appearance locations: Southern Sea ▶P.139

LV. 34 Physical Attack 139 Magic Attack 93 Luck 1 Stamina — Experience 118 Gald 123 AP 1
HP 2445 Physical Defense 130 Magic Defense 93 怒り 3 Knockout 100 Weak Point ヒ Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Paralysis Sleep Fear Petrify Drop Apple Gummy Rare
性 100 50 100 100 150 100 100 異常 100 100 100 100 100 盗める —

ウッズワーム

Pokedex 10 Main Encounter Location: Western Battlefield ▶P.146

LV.7 Physical Atk 22 Magic Atk 7 Luck 2 Bronze Body — EXP 41 Gald 125 AP —
HP 793 Physical Def 14 Magic Def 35 怒り 1 Faint 100 Drops wood small 1 Normal
Attributes Fire Water Earth Wind Lightning Light Dark Status: Poison 衰 Paralysis Fear Petrify Drops: Orange Gummy Normal
性 125 100 100 100 100 100 100 異常 100 100 0 100 100 盗める —

ウメムム (Arena)

Bestiary — | Main appearance locations: Arena, Party Battle (Beginner) ▶P.290

LV. 18 Physical Attack 123 Magic Attack 27 Luck 2 Bronze Body Experience Points — Gald — AP —
HP 2096 Physical Defense 29 Magic Defense 146 怒り 1 Stun 100 Instant Kill —
Attributes: Fire Water Earth Wind Light Dark Status: Poisoned Weakened Paralysis Fear Petrification Drops —
Gender 125 100 100 100 100 100 100100 100 0 100 100 異常 める —

Uparupa

Bestiary 32 Main Appearing Location: Regnum Limestone Cave ▶P.161

LV. 17 Physical Attack 78 Magic Attack 26 Luck 1 Bronze Body — Experience 84 Gald 24 AP 2
HP 1357 Physical Defense 70 Magic Defense 34 Rage 5 Stun 100 Instant Kill Thousand Powder Normal
Attributes: Fire Water Earth Wind Thunder Light Dark Status Poisoned Weakened Paralysis Fear Petrification Drops Apple Gummy Rare
Gender 100 75 100 100 125 125 100 異常 100 100 100 100 100 3 盗め ブルーリボン 2%

688 (Arena)

Bestiary —

Main appearance locations: Arena, Party Battle (Beginner) P.290

LV.18 Physical Attack 15954 Magical Attack Luck 1 Bronze Body — Experience Points Gald — AP —
HP 1421 Physical Defense 73695 Spirit Magical Defense 怒り 絶 —
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify Drops —
Resistance: 100 75 100 100 125 125 100 Abnormal: 100 100 100 100 100 Steal める —

Wolf

Pokedex 5 Main appearance locations: Regnum Pass P.144

2 Steel-body Experience
Steel-body Experience
LV.6 Physical Attack 6644 Magic Attack 8 Luck Experience Gald 50 AP 1
HP 805 Physical Defense 37 Drop セサ ヤア Magic Defense 16 Rage 1 Spirit 100 絶 Rare
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Red Decay Paralysis Fear Petrify Drops: Monster Fur Rare
性 100 100 100 100 100 100 100 100 100 100 異常 盗ぁ —

ウルフ(Arena)

Bestiary Steel Body Main Appearance Locations Arena Single Battle Beginner P.287

LV.17 Physical Attack 63 Magic Attack 52 Luck 1 — Experience — Gald — AP —
HP 1466 Physical Defense 67 Magic Defense 60 怒り 3 Stun 100 Instant Kill —
Attributes Fire Water Earth Wind Thunder Light Dark Status Weaknesses Paralysis Confusion Fear Petrify
Nature 100 100 100 100 100 100 100 Poison 異常 100 100 100 100 100 3 Drops 盗ぁ —

Gong Yier

Fire Bestiary 193 Main Appearance Locations Next Door 81 Hall, Sublevel 3 P.298

LV.79 Physical Attack 514 Magic Attack 76 Luck Experience 6918 Gald 956 AP 2
HP 11564 Physical Defense 395 Magic Defense 330 怒り 3 Consciousness Loss 90 Drop Cure Bottle Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Paralysis Confusion 恐 Stone Drop: Monster's Claw Rare
Nature 75 125 100 100 100 100 100 100 100 100 異常 盗ぁ Can be stolen —

Escril (エスクリル)

Field Guide 189 Main appearance locations: three, eight, one, below, first, second layer P.297

LV.75 Physical ATK 784 Magical ATK 54 Luck 0 Defense (Bronze) —
HP 18126 Physical DEF 238 Magical DEF 2342 Stun 85 怒り 2 Stun 85
Fire Water Earth Wind Thunder Light Dark Status Poison Petrify Paralysis Fear Stone
Resist 100 100 50 150 100 100 100 100 100 100 100 100 異常 盗める —

Experience 1222, Gald 1331 AP 3
Drop Spectacles Normal
Drop Lemon Gummy Rare

Boss Battle

Eggbear

Pokedex 16 Main Appearance Location: Regnum Pass P.149

LV. 9 Physical Attack 251 Magic Attack 16 Luck Bronze Body 40 2 Experience 2210 Gald 765 AP 34
HP 6656 Physical Defense 49 Magic Defense 18 Stun 35 怒り 1 Drop Life Bottle Confirmed
Fire Water Earth Wind Thunder Light Dark Status Poison Petrify Paralysis
Element 100 100 100 100 100 100 100 100 100 100 100 異常 恐 Stone Drop — 盗める —

Kuniba ク (Arena)

Bestiary — Main appearance locations: Arena, Party Battle (Beginner) P.290

LV.20 Physical Attack 310 Magical Attack 27 Luck 2 Bronze Body 50 Experience — Gald — AP —
HP 4309 Physical Defense 95 Magical Defense 33 Rage 3 Faint 32 Drops —
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Petrify Drops —
性 100 100 100 100 100 100 異常 100 100 100 100 100 盗める —

Kotox Cow 181

Light Bestiary 144 Main Appearance Location Sky Castle P.230

LV.56 Physical Attack 514 Magic Attack 177 Luck 1 Bronze Body Experience Points Gald 984 AP 3
HP 5260 Physical Defense 334 Magic Defense 1733 Ki Exhaustion 怒り Drops Holy Bottle Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Joy Paralysis Fear Petrify Drops -
1100 100 100 100 100 50 150 100 100 100 100 50 4 異常 盗める ーンガード 2%

Emerald Beetle

Bestiary 48 Main Appearance Locations: Eastern country Ashihara P.139

LV. 21 Physical Attack 39 Magic Attack 82 Luck 2 Steel Body — Experience 117 Gald 221 AP 1
HP 1411 Physical Defense 57 Magic Defense 61 怒り 絶 1 Ki 100 Drop Size 57 ??? Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Joy Paralysis Fear Petrify Drops Orange Gummy Rare
性 125 100 100 100 100 100 100 異常 100 100 100 100 100 盗める —

IX Kuiji Xia Bi yi Bu Yuan (Arena)

Bestiary — Main Occurrence Locations: Coliseum Single Battle Intermediate P.287

Copper Body Experience Gald
LV. 30 Physical Attack 52 Magic Attack 111 Luck 2 — — Gald — AP —
HP 1915 Physical Defense 77 Magic Defense 151 怒り 10 Stun 100 Drop Seven-inch —
Fire Water Earth Wind Lightning Light Dark Status: Poison Degen Paralysis Fear Stone Drop —
Resistance 125 100 100 100 100 100 100 異常 100 100 100 100 3 盗ぁ —

Boss Battle

Ancient Soul

Pokedex 145 Main Occurrence Location: Sky Castle P.230

LV. 56 Physical Attack 123 Magic Attack 92 Luck 2 Copper Body 20 Experience 763 Gald 1520 AP 6
HP 3116 Physical Defense 627 Magic Defense 212 怒り 3 Fainting 57 Drop Mix Gummy Rare
Attribute Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drop High Holy Bottle Super Rare
性 100 100 100 100 100 50 150 異常 100 100 100 100 50 盗ぁ 3 —

Ancient Soul (Arena)

Bestiary — Main Appearance Locations Arena Advanced Party Battle P.291

LV. 52 Physical Attack 156 Magical Attack 129 Luck 2 Steel Body 20 Experience — Gald — AP —
HP 2288 Physical Defense 591 Magical Defense 265 怒り 3 Stun 54 Drops —
Attributes: Fire Water Earth Wind Thunder Light Dark | Status: Poison Paralysis Sleep Fear Petrify Drop —
性 100 100 100 100 100 50 150 異常 100 100 100 100 50 Stealable —

Oil Slider

Bestiary 85 | Main Appearance Locations: North Side | P.139

LV.39 Physical Attack 118 Magic Attack 98 Luck Copper Body 1 — Experience Points 136 Gald 224 AP 1
HP 1428 Physical Defense 178 Magic Defense 178 Fury 1 Stun 100 Drop — とす Kuiku Bokuji (Kuiku Bokuji) Rare
Fury 1 Stun 100 Drop
属 Fire Water Earth Wind Thunder Light Dark Status Poison Weaken Paralysis Fear Petrify — Drop —
Resistance 100 75 100 100 125 100 100 100 0 100 100 異常 — 盗める —

Ogl De Pool (Ogl De Pool)

Wind Bestiary 185 Main appearance location: Bokú-no-87 Hall, 1st Basement Level P.296

LV.73 Physical Attack 1036 Magic Attack 71 — Luck 0 Steel Body 250 Experience 48,880 Fangyuan ¥ 20000 AP 80
HP 249191 Physical Defense 371 Magic Defense 258 — Anger 1 Stun 4 Drops Magic Mist — Confirmed
Attributes Fire Water Earth Wind Thunder Light Dark Status — Poison Weakness Paralysis Fear Petrify Drops —
Resistance 125 100 100 75 100 100 100 Abnormal — 00 0 0 Stealable —

Otaota

Bestiary 1 | Main appearance location: Fulfi Forest P.142

LV.3 Physical Attack 29 Mystic Attack 3 Luck 0 Bronze Body Experience 15 Gald — Experience 15 Gald 22 AP 1
HP 115 Physical Defense 21 Mystic Defense 6 Anger 5 Stun 100 Drops — Rare
Attributes: Fire Water Earth Wind Thunder Light Darkness Status: Poison Weakness Paralysis Fear Petrify Drops — Poison drop
Resistance 100 75 100 100 125 100 100 100 100 100 100 100 3 — Drops —
100 75 100 100 125 100 100 100 100 100 100 100 異常 — 盗め —

Saisei Saisei (Arena)

図鑑 — | Main appearance locations: Arena Single Battle Begin P.287

LV. — Physical Attack 17 Mystic Attack 68 52 — Lucky 1 Bronze Body — Experience — Gald — AP —
HP 1154 Physical Defense 70 Mystic Defense 67 — Rage 5 Ki Goose 100 Drop Inch — Decay Paralysis Fear Stone Drops —
属 Fire Water Earth Wind Thunder Light Darkness Status — Poison —
Nature 100 75 100 100 125 100 100 異常 — 100 100 100 100 100 3 — 盗め —

Orange Glove

Pokedex 90 Main appearance location: Galpos Orchard P.196

LV. 34 Physical Attack 216 Magical Attack 22 — Luck 2 Steel Body 20 Experience 277 — Gald 427 AP 1
HP 6417 Physical Defense 169 Magical Defense 46 — Rage 4 Ki Loss 71 Drops Orange Gummy — Rare
属 Fire Water Earth Wind Thunder Light Dark Status 毒 — Decay Paralysis Fear Stone Drops Thunder God Gauntlets — Super Rare
Nature 125 75 75 100 100 100 100 100 Abnormal 100 100 50 100 100 Steal める オレ: Sofa — 30%

Entrance 1) (Arena)

Pokedex - Main appearance location: Arena, Single Battle (Inter P.287
mediate) LV.30 Physical ATK 136 Magic ATK 38 Luck 1 Defense (Bronze) 30 Experience Gald Gald HP 3330 Physical DEF 151 Magic — DEF 52 — AP —
6 Spirit 54 Drops Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison, Weakness, Paralysi — 怒り —
s Drop: Stone 1125 75 75 100 100 100 100 100 100 50 100 100 — 恐 —
異常 — 盗める —

m i

Pokedex 192 Main appearance locations: Lower three levels of the 8-1 Hall, first part, 2nd floor P.298
LV.79 Physical ATK 571 Magic ATK 28 Luck 1 Defense (Bronze) Experience 1593 Gald 1262 — Experience 1593 Gald 1262 AP 2
HP 10304 Physical DEF 594 Magic DEF 143 Anger 2 Stun 67 Drops: Spectacles — Normal
Attributes: Fire Water Earth Wind Thunder Light Dark Statuses: Poison, Weakness, Paralysis, Fear Stone Drop —
Type 100 125 100 100 150 100 100 100 100 100 100 1003 異常 — 盗め ボトル 10%

Owa Zō Derējando

Fire Pokedex 197 | Main appearance location: 8-1 Hall lower section, 1st part, 3rd floor P.298
LV. 80 Physical ATK 1008 Magic ATK 325 — Luck 1 Defense (Bronze) 180 Experience 63860 Gil (Gald) Drop money 30000 AP 120
HP 242408 Physical DEF 365 Magic DEF 402 — Anger 2 Stun 5 Drop: Moon Crystal (guaranteed)
属 Attributes: Fire Water Earth Wind Thunder Light Dark Statuses: Poison Weakness Paralysis Fear Ston Drop —
Gender 75 125 100 100 100 100 100 異常 0 0 0 0 0 Can be stolen —

Onble

Pokedex 216 | Main appearance location: Floor 7 of the Bunell Hall P.302
LV. 109 Physical Attack 958 Magic Attack 203 Luck 2 Steel Body — Experience 6909 Gald 1205 AP 3
HP 9816 Physical Defense 521 Magic Defense 148 怒り 7 Stun 100 Drops: Fallen Extreme Crysta — Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Paralysis Sleep Fear Petrify I — Super Rare
Elemental 50 50 50 50 50 50 異常 — 100 100 100 100 50 Stealable —

Strength 1

Bestiary 82 Main Appearance Location: South Sea
Copper Body
LV. 34 Physical Attack 116 Magic Attack 46 Luck 0 — Experience 120 Gald 119 AP 1
HP 2292 Physical Defense 117 Magic Defense 1 怒り 4 Stun 100 Drops: Fallen 28 Normal
Attribute: Fire Water Earth Wind Lightning Light Dark: Status: Poison, Decay, Paralysis, Fear, Petrify Drops: Tuna Rare
Gender 100 75 100 100 100 100 100 異常 100 100 100 100 100 3 盗め —

ガーゴイル

Bestiary 42 Main Appearance Location: Shopkeeper's Mansion P.164
LV. 20 Physical Attack 226 Magical Attack 67 Luck 1 Iron Body 30 Experience 234 Gald 159 AP 1
HP 1206 Physical Defense 143 Magical Defense 64 — Rage 3 Faint 100 Drop: 落ナー
属 Fire Water Earth Wind Lightning Light Dark Status: Poison, Decay, Paralysis, Fear, Petrify とす
Affinity 100 100 75 125 100 125 75 Abnormal 100 100 100 100 50 Steal: Chi Yu Ichimon Skill 2%

Dog One Òイル (Colosseum)

Bestiary - Main Appearance Locations: Arena; Party Battle (Advanced) P.291
LV. 52 Physical Attack 1118 Magical Attack 328 — Luck 1; Steel Body 50; Experience to the next level — To the next level AP —
HP 3322 Physical Defense 311 Magical Defense 242 — Rage 3; Faint 78; Drops —
Attribute Fire Water Earth Wind Thunder Light Dark Status Poison Paralysis Confusion Petrify Drops —
Affinity 100 100 75 125 100 125 75 100 100 100 100 50 Steal 異常 —

ガードハウンド

Bestiary 23 | Main Appearance Location Naos Base | P.155

LV. 12 | Physical Attack 87 | Magic Attack 20 | Luck 2 Steel Body — | Experience 83 | Gald 59 | AP 2
HP 713 | Physical Defense 58 | Magic Defense 23 | Rage 1 Stun 100 | Drop quantity 1 Normal
Fatigue Paralysis Fear Petrify | Drop: Monster Fur Rare
属性 Fire Water Earth Wind Thunder Light Dark Status | Poison | 異常 100 100 100 100 100 | 盗める 3-

Under Me One Eight (Colosseum)

Pokedex Main Appearance Locations: Arena Single Battle (Beginner) | P.287

LV. 18 | Physical Attack 68 | Magic Attack 54 Luck 1 Iron Body Experience Gald | Luck 1 Iron Body Experience Gald | Iron Body Experience Gald | — | — | AP —
HP 1554 Physical Defense 70 | 睡 | Experience Gald | Gald
属性 Fire Water Earth Wind | 雷 | Magic Defense 62 Rage 4 Ki 100 Drop Seven-Inch | —
Nature 100 100 100 100 100 100 100 | Light Dark Status | Poison Weakness Paralysis Fear Petrify Drop | —
異常 100 100 100 100 100 3 | 盗める —

Direction One Xia Yuan (1)

Pokedex 30 Main Appearance Location: Naos Base | P.158

LV.15 Physical Attack 300 Magic Attack 300 | Luck 1 | Steel Body 50 | Experience Points 780 Gald 1940 | AP 73
HP 26864 Physical Defense 54 Magic Defense 54 | 怒り 2 Stun (Ki Loss) 13 | Drop Mixed Gummies Confirmed
Attributes: Fire Water Earth Wind | 雷 | Light Dark Status | Poison decay hemp fear stone | Drop —
性 100 100 100 100 100 125 50 | 異常 0 0 0 0 0 | Can be stolen —

Yu Xiayier (2)

Illustrated Book 105 | Main Appearance Locations | P.203

LV.38 Physical Attack 259 Magic Attack 410 | Luck 2 Bronze Body | 100 Experience Points 1534 Gald 5140 | AP 112
HP 81024 Physical Defense 116 Magic Defense 125 | Rage 2 Mood 10 Drops — | Weakness Paralysis Fear Petrify | Miracle Gummi Confirmed
属 Fire Water Earth Wind Lightning Light Dark Status | Poison | Drops —
Resistance 100 100 100 100 100 125 50 * | 異常 0 0 0 0 0 | Can be stolen —

Dog-ish 儿 (Arena)

Pokedex Main Appearing Locations: Arena Extra Battle | P.293

LV. | Luck 2 Steel Body 200 Experience Gald | — | Gald | — | AP —
76 Physical Attack 643 Magical Attack 352 | Rage 1 Stun 3 Drops —
HP 224384 Physical Defense 209 Magical Defense 450 | Poison Weakness Paralysis Fear Petrify Drops —
属 Fire Water Earth Wind Thunder Light Dark Status | 00 0 00 Stealable | —
Affinity 100 100 100 100 100 125 50 Abnormal | 0 Stealable —

Cadavre

Pokedex 205 | Main Appearing Location: Trivase Gate 5th Layer | P.300

LV. 90 Physical Attack 702 Magical Attack 32 Luck 0 Bronze Body Experience 3104 万ル下 1594 | Magical Attack 32 Luck 0 Bronze Body Experience 3104 万ル下 1594 | Experience 3104 万ル下 1594 | AP 2
HP 15005 Physical Defense 327 Magical Defense 219 Rage 3 Morale 100 Drops セイミ | レモン | Rare
Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drops Sierra Lob | Three | Super Rare
Element 100 100 100 100 100 150 50 | 異常 100 100 100 100 100 | 盗める キュアボトル 10%

Caladrius

Pokedex 174 | Main appearance location: Tower of Dawn | P.246

LV. Physical Atk 64 Magic Atk 264 Magic Atk 99 | Luck 2 | Steel Body 60 EXP 2182 | Gald 3900 | AP 11
HP 33171 Physical Def 252 Magic Def 277 | 怒り 1 Incapacitated 16 | Drop —
属性 Fire Water Earth Wind Lightning Light Dark Status | Poison | Weak | Paralysis Fear | Drop —
100 100 100 75 100 100 100 | 異常 0 0 0 0 0 | Can be stolen —

Garam Soldier

Bestiary 11 | Main Appearance Location: Western Battlefield | P.146

LV. 7 | Physical Atk 64 Magic Atk 6 | Luck 2 | Bronze Body | Experience Points 38 | Gald 54 | AP 1
HP 538 Physical Defense 44 Magical Defense | 怒り 1 | Stun 100 Drop: Oku (落寸 is unclear; kept as original phonetic: "Rakusun'oku") | Rakusun'oku
属 Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Petrify Drop: Apple Gummy | Rare
Affinity 100 100 100 100 100 100 100 100 100 100 100 3 | 異常 | 盗める —

Garam Hunter

Bestiary 12 Main Appearance Location: Western B | P.146

attlefield LV.7 Physical Attack 48 Magical Attack 16 Luck 2 Steel Body Experience Points 33 HP 403 Physical Defense 28 Mag | Gald 64 | AP 1
ical Defense 19 Rage 1 Stun 100 Drop: Rakushichi-shio (落七寸塩 kept phonetic) | Normal
Drop: Orange Gummy | Rare
性 100 100 100 100 100 100 100 | 異常 100 100 100 100 100 | 盗める —

Gargouille

Dark Bestiary 204 Main Appearance Location: Floor 5 (text contains unclear characters: トミイハーム | P.300

LV. 90 Physical Attack 1281 Physical Power 144 Magic Attack Luck | 1 | Steel Body — | Experience Points 3572 | Gald 954 | AP 3
HP 8836 Physical Defense 815 Magic Defense 400 | 怒り 2 KO 70 | Drops: Pine Gummy Normal
Fire Water Earth Wind Thunder Light/Dark Status: Poison Weakness Paralysis Fear Petrify Drops: Sirinuishoruku | Super Rare
100 100 100 100 100 150 50 | 異常 100 100 100 100 100 | 盗める ミックスグミ 10%

Garpoh Ootokage

Illustrated Guide 97 Main appearance location: Galbos Jungle | P.199

LV.36 Physical Attack 239 Magic Attack 11 | Luck 1 Steel Body — | Experience: 227 Gald: 460 | AP 2
HP 4255 Physical Defense 151 Magic Defense 60 | 怒り 4 Stun 100 Drop size -> | Normal
属 Fire Water Earth Wind Thunder Light/Dark Status: Poison Weakness Paralysis Fear Petrify Drops: Monster Fang | Rare
Gender 100 100 75 125 100 100 100 Abnormal 100 100 100 100 100 Steal | 盗める —

Garupo Giant Lizard (Colosseum)

Bestiary — | Main appearance location: Colosseum Single Battle — Intermediate | P.287

LV. 30 | Physical Attack 327 Magic Attack 18 Luck | 1 | Steel Body — | Experience Points — | Gald — | AP —
HP 2462 | Physical Defense 128 Magic Defense 60 | 怒り 5 Stun 86 | Drop —
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Petrify | Drop —
性 100 100 75 125 100 100 100 100 100 100 100 | 異常 | 盗める —

Garm Wolf

Bestiary 41 | Main Appearance Location: Shopkeeper's Mansion | P.164

LV.19 Physical Attack 113 Magic Attack 28 | Luck 2 | Steel Body — | Experience 125 Gald 185 | AP 1
HP 1671 Physical Defense 86 Magic Defense 33 | 怒り 4 | Faint 100 Fallen Flowers | Normal
属 Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Petrify | Drops: monster pelt | Rare
Attribute values: 100 100 100 100 100 100 100 100 100 100 3 | 異常 | 盗む —

Beliving

Kawanchā

Pokedex163 Main appearance location: Pilgrimage of Souls — Kardia | P.240

LV. 59 | Physical Atk 315 | Magic Atk 46 | Luck 2 Steel Body 696 — | 経験値 | Ten thousand yen 11[illegible] | AP 3
HP 7584 | Physical Def 343 | Magic Def 263 | Rage 3 Faint 73 Drops: Holy Bottle | Rare
Fire Water Earth Wind Thunder Light Dark Status | 毒 | Decay Paralysis Fear Stone Drop寸エル第一口一支 | Rare
属性 100 100 100 100 100 150 50 | 異常 | 100 100 100 100 100 3 | 盗む —

Beliving

Gigantes

Pokedex 29 Main appearance location Naos Base | P.156

LV.13 Physical Attack 125 Magical Attack 4 | Luck 1 Steel Body 45 Experience 3380 | Strength Down 2480 | AP 49
HP 6512 Physical Defense 176 Magical Defense 114 | 1 Steel Body 45 Experience | Drop Life Bottle | Confirmed
Fire | 176 Magical Defense 114 | Anger 1 Faint 11 | Drop —
Water Earth Wind Thunder Light Dark Status | Poison Decay Paralysis Fear Petrify | —
Nature 100 125 100 100 125 100 100 Abnormal | 0 0 0 0 0 Stealable | —

Beliving

Gigantes R

Bestiary 121 | Main Appearance Location: Northern Battlefield | P.211

LV. 43 Physical Attack 165 Magical Attack 23 | Luck 1 Steel Body | 100 Experience Points 1150 | ガルド 2000 | AP 1
HP 10062 | Physical Defense 810 Magical Defense 155 | Anger 2 Faint 16 | Decay Paralysis Fear | Drop: Spectacles | Normal
属 Fire Water Earth Wind Thunder Light Dark Status | Poison | Stone | Drop: Miracle Gummy | Rare
100 100 100 100 125 100 100 | 異常 | 0 0 0 0 0 | Stealable: Life Bottle | 10%

Gender

ギガンテスR 2

Pokedex 122 | Main appearance location Northern Battlefield | P.211

LV. 44 | Physical Attack 329 Magic Attack 21 | Luck 1 Steel Body 100 Experience 3149 | Fang Erka 7785 | AP 8
HP 20656 | Physical Defense 347 Magic Defense 278 | Rage 1 Faint Drop 11 | Drop —
Attribute Fire | Water Earth Wind Lightning Light Dark Status | 毒 | Weakness Ill Fear Stone | Drop —
Resistance 100 100 100 100 125 100 100 0 | 異常 | 0 0 0 0 | Th[illegible]

Gigantes Z

Pokedex 106 | Main appearance location Ship Deck | P.203

LV.3921 | Physical Attack 338 Magic Attack | Luck | 1 Steel Body | 90 Experience 18,577 10,000 yen 6,040 | AP 97
HP 31104 Physical DEF 420 Magical DEF 294 | 怒り | 1 Stun 4 | Drops Savory | Confirmed
Affinities Fire Water Earth Wind Thunder Light Dark Status Sea | Decay Paralysis Fear Petrify | Drop Stone
Nature 100 100 100 100 125 100 100 | 異常 0 0 0 0 0 | Can be stolen —

ギガンテスΩ

Bestiary 176 | Main appearance location: Tower of Dawn | P.254

LV. 64 | Physical Attack 521 Magical Attack 33 | Luck 0 Steel Body 230 Experience 49,982 Rika 17,550 AP 139
HP 61380 Physical Defense 985 | Magic Defense 69 怒り Incapacitation 4 | Drop —
Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify | Drop —
Resistance 100 100 100 100 100 100 1000 0 0 | 異常 0 0 | Paralysis Fear Petrify | Can be stolen —

Beliving

Cult Guard

Bestiary 79 | Main Appearance Location: Battleship Lavender | P.193

LV. Physical Attack 34 180 Magic Attack 46 | Luck 1 Iron Body 30 Experience 621 | Gald 370 | AP —
HP 13571 Physical Defense 102 Magic Defense 95 | Rage 2 Incapacitation 100 Drops — | —
属 Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify | Drop —
Resistance 100 100 100 100 100 100 100 100 100 100 | 異常 100 100 | 盗める —

Order Mage

Bestiary 77 Main Appearance Location: Battleship Lavender | P.190

LV.33 | Physical Attack 68 Magic Attack 113 | Luck 2 Hardened Body — | Experience 231 Gald 220 | AP 2
HP3181 | Physical Defense 77 Magic Defense 130 | Rage 1 Stun 100 Drops: Seven-inch Tag | ン | Rare
Affiliation: Fire Water Earth | Wind Thunder Light Dark Status | Poison Weakness Paralysis Fear Petrify Drops: Zohar | Super Rare
Stats: 100 100 100 100 100 100 100 | 異常 100 100 100 100 100 | 盗める ニンニク | 30%

High Priest of the Cult

Bestiary 139 Main Appearance Location Airship Wentos | P.227

LV.33 Physical Attack 104 Magic Attack 57 Luck Hardened Body Experience 516 Gald
53 Hardened Body Experience 516 Gald | 2 — | 1020 | AP 3
HP 6922 Physical Defense 158 Magic Defense 209 Rage 1 Stun 100 Drops: Seven-inch Eight Two Three | Experience 516 Gald | Rare
Attributes: Fire Water Earth Wind Light Dark Status Status Poison Poison | 1 | Super Rare
Weakness Paralysis Fear Petrify Drops: Life Bottle
Stats 100 100 100 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗む | クレット | 2%

Cult Elite Assault Soldier

図鑑 138 主な出現場所 幸運 1 | Airship Wentos | P.227

LV. 53 | 物攻 | 銅体 経験値 499 ガル — | AP 3
213 術防 148 属 火 水 地 風 雷 光 闇 状態 毒 衰 麻 恐 石 性 100 | 260 術攻 35 HP 7782 物防 | ク 落とす レモングミ | ド 1239 怒り 2 気絶 62 落とす ニンニ | Normal
100 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗める アップルグミ | Rare | 10%

Order Special Sorcerer

図鑑 170 主な出現場所 黎明の塔 銅体 経験値 673 | P.246

LV. 62 物攻 120 術攻 76 幸運 物防 12976 111 術防 253 | 2 — | Gald 1051 | AP 4
HP | 怒り 1 気絶 100 | 落とす パインゲミ | Rare
Fire Water Earth | 風 雷 光 闇 状態 毒 衰 麻 恐 石 | Drop —
Gender 100 100 100 100 100 100 100 | 異常 100 100 100 100 100 | 盗める パナシーアボトル | 10%

Beliving

Order Special Soldier

Bestiary 169 | Main spawn locations: Dawn Tower P.246

LV. 62 | Physical Attack 299 | Magic Attack 81 | Luck 0 | Bronze Body | Experience 6823 | Gald 1296 | AP 3
HP 12710 | Physical Defense 241 | Magic Defense 132 | Rage 2 Stun 81 | Drops: Rice
Weakness Paralysis Fear Petrify | Normal
Attributes: Fire Water Earth Wind Thunder Light/Dark status | Poison | Drops: Lemon Gummy | Rare
Affinity 100 100 100 100 100 100 100 | 異常 100 100 100 100 100 | 盗める —

Cult Assault Soldier

Encyclopedia 76 | Main spawn locations: Battleship Lavender P.190

LV. 33 Physical Attack 170 Magic Attack 46 Luck 1 Iron Body | — | Experience 218 Gald 212 | AP 2
HP 3571 Physical Defense 102 Martial Defense 95 Rage 6 Stun 100 | Drops: Mochi Mochi
Fire Water Earth Wind Thunder Light/Dark status Poison Weakness Paralysis Fear Petrify | Rare
属 Affinity 100 100 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗ぬ ｲ ｽｳﾄﾞ | Normal 2%

Cult Soldier

Bestiary 3 | Main spawn locations: Fulfi Forest / Pass Camp 9 C P.143

LV.4 Physical Attack 48 Magic Attack 10 Luck 1 | opp | — | AP 1
HP 398 Physical Defense 29 Magic Defense 51 Stun 100 | 怒り | er Body Experience 60 Gald 150 Dro | オレンジ | Confirmed
3981 Stun 100 | ps
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Stone
性 100 100 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗める —

Killer Goyle

Viewed Bestiary 168 | Main appearance location: Tower of Dawn P.246

LV.62 Physical Attack 598 Magic Attack 69 | Luck 2 Steel Body | — | Experience 694 Gald 1030 | AP 4
HP 6584 Physical Defense 403 Magic Defense 252 Stun 75 | 怒り 5 | Drops: Spectacles | Normal
6584 Stun 75 | Drops: Treat | Super Rare
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Stone
100 100 100 100 100 150 50 100 100 100 100 100 | 異常 100 100 100 100 100 | 盗める —

Gyū Isshaku Shoichi

Pokedex 159 Main Appearance Location: Pilgrimage of Souls, Kardia P.240

LV.59 Physical Attack 684 Magic Attack 38 Luck 1 Defense (Bronze) 100 Experience 761 Gald 1346 | AP 2
HP 14576 Physical Defense 285 Magic Defense 99 Rage 3 Stun 50 Drops: Monster Fur | Rare
Element: Fire Water Earth Wind Lightning Light Dark Status: Poison, Decay, Paralysis, Fear, Petrify Drops: Treat | Super Rare
性 100 100 100 100 100 100 100 100 異常 100 100 100 100 100 | 盗める ビーフ | 30%

Gyū Isshaku (Arena)

Bestiary — | Main appearance locations: Arena Single Battle Advanced P.288

LV. Physical Attack 331 Magic Attack 34 | Luck 0 Bronze Body | 30 EXP | — | Gald — | AP —
3845 | Magic Attack 34 | Rage 3 Stun | 73 Drops | —
HP Physical Defense 252 Magic Defense 87 | Drops | —
Attributes Fire Water Earth Wind Thunder Light Dark Status | Poison Weakness Paralysis Fear Petrify | —
性 100 100 100 100 100 100 100 100 異常 100 100 100 100 100 | 盗める —

Cow One Dagger One

Pokedex 57 Main Appearance Location Near the western country Garam P.139

LV. 24 | Physical Attack 87 Magic Attack 23 | Luck — | 2 Steel Body Experience 126 | Experience | Gald 154 | AP 2
HP 977 | Physical Defense 124 Magic Defense 5 | 怒り | 16 Spirit 100 Drops Seven Inch Request | イズン 朴ル | Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Stone Drop Size-
1125 100 100 100 100 100 100 100 100 100 100 100 -T | 異常 | 盗める チョコル | 30%

Cow One Dagger One (Arena)

Bestiary — | Main Appearance Location Arena Party Battle Intermediate P.290

LV. 30 | Physical Attack 277 Magic Attack 27 Luck Experience | Bronze Body | — | Experience — | Gald — | AP —
HP 1530 Physical Defense 151 Magic Defense 7013 Spirit Break 100 Drop Size | 怒り | 13 Spirit Break 100 Drop Size —
Attributes Fire Water Earth Wind Light Dark Status Poison Weakness Paralysis Fear Stone Drops —
Nature 125 100 100 100 100 100 100 100 100 100 100 Nature Poison Weakness Paralysis Fear Stone Drops —
異常 | 盗ぬ —

King Club

Pokedex 56 Main Appearance Location Near Garam in the Western Country P.139

LV. 24 | Physical Attack 124 Magic Attack 24 | Luck 2 Vitality 40 Experience | 118 Gald | 169 | AP 2
HP 1692 | Physical Defense 190 Magic Defense 93 | Rage 6 Ki Gauge 100 Drop Rate | のり | Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison Paralysis Sleep Fear Petrify Drop Item: Konbu | Normal
Nature 100 75 100 125 100 100 100 Abnormal 100 100 100 100 100 Steal | める of HP | 30%

King Crab (Coliseum)

Bestiary — | Main Appearance Locations: Arena Party Battle Intermediate P.290

LV. 30 Physical Attack 275 Magic Attack 27 Luck | 0 | Steel Body 70 Experience Gald | — | Gald — | AP —
HP 2108 Physical Defense 278 Magic Defense 181 | 怒り 5 | Stun 57 | Drop —
Element | Fire Water Earth Wind Thunder Light Dark Status Poison Decay Paralysis | 恐 | Drop —
100 75 100 125 100 100 100 異常 100 100 100 100 100 | 盗ぬ 3 —

Grappler

Index 151 Main Appearance Location: Near Sania Village P.139

LV.57 Physical Attack 692 Magical Attack 35 | Luck 2 | Copper Body 60 Experience 910 Gald 1100 | AP 4
HP 13708 Physical Defense 414 Magical Defense 144 | Rage 4 Stun 32 Drop Details | タマ | Normal
Home Fire Water Earth Wind Thunder Light Dark Status Poison Decay Paralysis Fear Stone Drops Dark Bottle | Rare
Nature 125 75 75 100 100 100 50 100 100 100 100 E | 異常 | 盗める パイン | 10%

55757-(Arena)

Bestiary — | Main appearance locations: Arena, Advanced Party Battle P.291

LV. 52 | Physical Attack 359 Magical Attack 32 | Luck 0 | Steel Body 40 Experience — | 万ル下 — | AP —
HP 6294 | Physical Defense 252 Magical Defense 5 | 怒り 4 | Ki-shoku 45 Rakushichisun —
Affiliations Fire Water Earth Wind Thunder Light Dark Status: Poison, Decay, Paralysis, Fear, Petrify, Drops —
Stats 125 75 75 100 100 100 100 50 100 100 100 100 | 異常 | 盗める —

Row One

Pictorial Book 126 Main Appearance Locations: Ou-bu-Su no I 81 Ou-shita vicinity P.139

Beetle

LV.	44	Physical Attack 356	Magic Attack 28	Luck 0	Steel Body 50	Experience 509	Gald 1592 AP 3
HP	10026	Physical Defense 215	Magic Defense 74	Rage 2	Stun 57	Drops Salmon	Normal
				Decay	Paralysis Fear Petrify	Drops Lemon Gummy	Rare
属性	Fire Water Earth Wind Thunder Light Dark Status			Poison		盗む 3 オレンジグミ	10%
	100 100 100 100 100 100 100			異常	100 100 100 100 100		

Crimson Raider

Bestiary 137 Main Appearance Location Airship Wentos P.227

LV.	53	Physical Attack 314	Magic Attack 14	Luck 0	Steel Body 20	Experience 795 Gald	887 AP 2
HP	2250	Physical Defense 788	Magic Defense 246	怒り	1 Stun 61	Drop Spectacles	Normal
Attributes	Fire Water Earth Wind Thunder Light Dark Status			Poison Weakness Paralysis Fear Stone		Drop —	
Affinity	100 100 100 100 125 100 100			0 0 100 0 100		盗む —	

Guruneuil

Bestiary 199 Main appearance locations: Depths of the fourth layer P.299

LV.	84	Physical Attack 938	Magic Attack 96	Luck	Steel Body	Experience 2420	Drop Money 1303 AP 3
HP	16666	Physical Defense 363	Magic Defense 312	Rage 2	Charm 73	Drop: Specific	Super Rare
属性	Fire Wat er Earth Wind Thunder Light			Poison Status Conditions		Drop: Funna	Super Rare
Attributes	100 75 100 100 125 125 75			異常	100 100 100 100 100	盗む 3	—

Grave Tortoise

Field Guide No. 49 Main Appearance Location: Ashihara Royal Tomb P.169

LV.	77	Physical Attack 23 Attack Power 150	Magic Attack 46	Luck 2	Steel Body 40	Experience 164	Gald 198 AP 1
HP	1744	Physical Defense 182	Magic Defense 36	Rage 4	Morale 100	Drop: Apple Gummy	Normal
属性	Fire Water Earth Wind Thunder Light/Dark Status: Poison, Sap, Paralysis, Fear, Petrify					Drops: Apple Gummy	Rare
Guard	Fire 100 Water 100 Earth 100 Wind 100 Thunder 100 Light 125 Dark 75			異常	Poison, Sap, Paralysis, Fear, Petrify	Drops: Apple Gummy	30%
					Stone	Drops: Apple Gummy	
					盗める 3	盗める 3	

グレイ Next: Orch (Colosseum)

Field Guide Main Appearance Locations: Colosseum, Party Battle - Intermediate P.290

LV.	Level 29	Physical Attack 332	Magic Attack 32	Luck 1	Steel Body 60	Experience 7 Gald	— Gald — AP —
HP	2125	Physical Defense 226	Magic Defense 130	Rage 4	Morale 53 Drops	—	—
Elemental Resistances	Fire Water Earth Wind Thunder Light/Dark Status			Poison, Sap, Paralysis, Petrify		Drops	—
	Fire 100 Water 100 Earth 100 Wind 100 Thunder 100 Light 100 Dark 75			異常	100 Water 50 Earth 100 Wind 100 Thunder 100	盗める	—

グローリーポット

Field Guide No. 165 Main Appearance Location: Tower of Dawn P.246

LV.	71	Physical Attack 271	Magic Attack 210	Luck 0	Bronze Body	Bronze Body 67 Experience 1560	経験値 674 Money 1560 AP 2
HP	20183	Physical Defense 92	Magic Defense 183	Rage 1	Morale 100	Drop: Specific Item	盗 Rare
Element	Fire Water Earth Wind			Light Dark Status: Poison, Sap, Paralysis, Fear, Petrify		Drops: Specific Item	Super Rare
Resistances	Fire 125 75 75 100 100 100 100 100 100 100 100 100			異常	Paralysis, Fear, Petrify	盗める —	
	75 100 100 100 100 100 100 100 100 100						

Today: One Move (Colosseum)

Bestiary — Main appearance locations: Arena; Advanced Party Battle P.291

Level	52	Physical Atk 102	Magic Atk 178	Luck	1	Steel Body —	Experience — Gald — AP —
HP	16992	Physical Def 78	Magic Def 155	怒り	1 Stun 53 Drops	—	—
属性	Fire Water Earth Wind Lightning Light Dark Status Poison Decay Paralysis Fear Petrify					Drop	—
Resistance	125 75 75 100 100 100 100 100 100 100			異常	100 100	盗める	—

Division One-Book Cow-One-Eight-One

Bestiary 132 Main appearance location: Tenos Weapons Factory P.221

LV.	49	Physical Attack 169	Magic Attack 13	Luck	2 Steel Body —	Experience 458 Gald 1208	AP 2
HP	1580	Physical Defense 736	Magic Defense 283	怒り	1	Drops: Spectacles	Rare
Attributes	Fire Water Earth Wind Lightning Light Dark Status			Poison Decay Paralysis Fear Petrify	Stamina 66	Drop rate unknown	
Resistance	100 100 100 100 125 100 100			異常	00 100 0	100 Steal 盗める Yaku Tadataru	30%

Geko Geko

Bestiary 8 Main Appearance Location Western Battlefield P.146

LV.	7	Physical ATK 57	Magic ATK 7	Luck	2	Armor Body —	EXP 36 Gald 56 AP 1
HP	706	Physical DEF 35	Magic DEF 16	怒り	—	経 Normal	
Element	Fire Water	Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear				Stone Drops Spectacles	Rare
Gender	100 75 100 100 125 100 100	Abnormal 100 100 50 100 100		Guaranteed steal		盗 —	

ゲ Mouth Mouth (Arena)

Pokedex Main appearance locations: Arena Party Battle Beginner P.290

LV.	18	Physical Attack 173	Magic Attack 22	Luck 2	Iron Body	Experience Gald	— — AP —
HP	1940	Physical Defense 77	Magic Defense 66	Rage 8	Stun 80 Drops	—	—
Attributes	Fire Water	Earth Wind Thunder Light Dark Status Poison Paralysis Stone Drops				—	—
	100 75 100 100 125 100 100	Abnormal 100 100 50 100 100		Thief		盗める —	

Guerier

Pokedex 220 Main appearance location: Basement ろへ一ム first time Floor 7 P.302

LV.	109	Physical Attack 2402	Attack 42	Luck 0	Bronze Body 100	Experience 5980 Gald 968	AP 5
HP	25754	Physical Defense 480	Magic Defense 141	Rage 2	Stun 48 Drops Inferno Sword		Super Rare
Attributes	Fire Water Earth Wind Thunder Light Dark Status Poison Paralysis Stone Drops Crimson Crystal						
	Earth Wind Thunder Light Dark Status Poison Paralysis Stone Drops Crimson Crystal						Super Rare
	Dark Status Poison Paralysis Stone Drops Crimson Crystal						
	Paralysis Stone Drops Crimson Crystal						
	Stone Drops Crimson Crystal						
Resistance	100 100 100 100 100 100 100 100 100 100 E			異常		盗める ハイン	10%

Ku ér (1)

Pokedex 38 Main appearance location: Regnum Stalactite Cave P.162

LV.	19	Physical Attack 77	Magical Attack 18	Luck 1	Steel Body 1	Experience 1550 Gald	221 AP 8
HP	9357	Physical Defense 55	Magical Defense 22	怒り	1 Stun 60 Drops	—	—
属性	Fire Water Earth Wind Lightning Light Dark Status			Poison Weakness Paralysis Fear Petrify Drops			—
	100 100 100 100 100 100 100			異常	100 100 100 100 100	盗める	—

敵データ うnumber へer

Ku'er (2)

Bestiary 100 Main Appearance Location: Garubos Jungle P.201

LV.37 Physical Attack 108 Magic Attack 32 Luck 1 Bronze Body 20 Experience 2250
37 Magic Attack 32 Luck 1 Bronze Body 20 Experience 2250
HP 25708 Physical Defense 102 Magic Defense 39 Rage 1 Stun 44 Drops
Rage 1 Stun 44 Drops
Affinity Fire Water Earth Wind Light Dark Status Poison Weakness Paralysis Fear Petrify Drops
Resistance 100 100 100 100 100 100 100 100 100 100 Light Dark Status Poison Weakness Paralysis Fear Petrify Drops

Gald 540 AP 10

異常 —
盗む —

Ku-ji (Arena)

Bestiary — Main appearance location: Arena Extra Battle P.292

LV.69 Physical Attack 323 Magical Attack 59
Luck 1 Iron Body 60 Experience
HP 50775 Physical Defense 188 Magical Defense 113
Rage 1 Faint 8 Drops
Attributes Fire Water Earth Wind Thunder Light Dark Status
Poison Weakness Paralysis Fear Petrify Drops
1100 100 100 100 100 100 100
100 100 100 100 100 100

Gald — AP —

異常 —
盗める —

Corpse Legion

Bestiary — Main appearance locations: Arena, Advanced Party Battle P.291

LV. 52 Physical Attack 765 Magical Attack 337
Luck 1 Iron Body 170 Experience Gald
HP 63031 Physical Defense 312 Magical Defense 284
2 Faint 7 Drops
Weakness Paralysis Fear Petrify
Drop —
Can be stolen —
Being 性 Fire Water Earth Wind Thunder Light Dark Status
Poison
100 100 100 100 100 100 100
異常 0 0 0 0 0

Gald — AP —

ゴールドゴーレム

Light Bestiary 167 Main appearance location: Tower of Dawn P.246

LV.62 Physical Attack 396 Magical Attack 27 Luck 0 Copper Body 140 Experience 841 Gald
HP 16065 Physical Defense 412 Magical Defense 2752 Faint 20 Drops High Holy Bottle
16065 Physical Defense 4122 Faint 20 Drops High Holy Bottle
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drops Miracle Gummy
Poison Drops Miracle Gummy
Stat 100 100 100 100 100 50 150100 100 100 100 50 3 73-x1JV
100 100 100 100 100 50 150100 100 100 100 73-x1JV

1180 AP 4
Rare
Drops Miracle Gummy Super Rare
2%

異常
盗む

Father

ゴーレム

Earth Bestiary 36 Main Appearance Locations: Regnum Limestone Cave P.161

LV. 18 Physical Attack 186 Magic Attack 18
Luck 2 Steel Body 30 Experience 131 Gald 145
HP 2131 Physical Defense 134 Magic Defense 44
Rage 4 Faint 100 Drop: Salt
AP 1
Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison Petrify Paralysis Drop: Wind Dagger
Super Rare
Gender 100 100 50 150 100 100 100 100 100 100
異常 50
盗める —

ゴーレム (Arena)

Map Encyclopedia — Main Appearing Locations Arena Single Battle Beginner P.287

LV. 20 Physical Attack 135 Magical Attack 18 Luck 1 Iron Body 30 Experience Points
HP 2131 Physical Defense 122 Magical Defense 44 Rage 4 Faint 50 Drops
Fire Water Earth Wind Light Dark Status Poison Weakness Paralysis Fear Petrify Drops
Element 100 100 50 150 100 100 100 雷 Light Dark Status Poison Weakness Paralysis Fear Petrify Drops
異常 100 100 100 100 50 Can be stolen

Gald — AP —

Cockatrice

Encyclopedia 94 Main Appearing Location Galpos Jungle P.199

LV. 36 Physical Attack 110 Magical Attack 64
Luck 1 Bronze Body
HP 4041 Physical Defense 110 Martial Defense 1
5 Faint 100 Drop ???
Experience Points 207 Gald 604 AP 1
Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify
性 100 100 100 100 100 100 100 100 100 100
異常
Drop Chicken Normal
Can be stolen Stone Bottle 30%

□Strength)又(Arena)

Bestiary — Main Appearance locations: Arena, Mid-level Party Battle P.290

LV. 30 Physical Attack 188 Magical Attack 54
Luck 1 Steel Body
HP 2462 Physical Defense 93 Magic Defense 95
5 Spirit 100
Experience Points Gald — AP —
Fire Water Earth Wind Lightning Light Dark status: Poison Paralysis Confusion Fear Petrify Drop
Element 100 100 100 100 100 100 100 異常 100 100 100 100 0
Can be stolen —

コシュマール

Illustrated Book 207 Main appearance location: トラペハーデー下第5階層 P.300

LV.90 Physical Attack 420 Magic Attack 142 Luck 2 Bronze Body
HP 8836 Physical Defense 907 Magic Defense 492 Rage 3 Spirit Death 63
40 Experience 3201 Gald 1407
Gald 1407 AP 2
Attributes Fire Water Earth Wind Lightning Light Dark status: Poison Paralysis Confusion Fear Petrify
Nature 100 100 100 100 100 150 100 100 100 100 100
異常
Drop Spectacles Normal
Drop Aquavestiti Super Rare
盗む 3 —

Kochinere

Illustrated Book 214 Main Appearance Location: ?teha1? Below, 6th Floor P.301

LV. 99 Physical Attack 361 Skill Attack 284 Luck
17230 Physical Defense 254 Skill Defense 4951 Stun 100 Drops ?寸八ー下ル
HP
2 Steel Body Experience Points 5353 Ten Thousand Yen(?) Below 1024
Stun 100 Drops ?寸八ー下ル
AP 3
Normal
Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify Drops: Rumenstra
Element ? 100 125 100 75 75 125 100 100 100 100 100
異常
盗める パイングミ
Super Rare
10%

怒り イオ

Kohaku

Bestiary — Main Appearance Location: アーシャ - Battle 1 Eighty? P.291

LV. 76 Physical Attack 621 Skill Attack 143
Luck 2 Bronze Body 170 Experience
HP 39523 Physical Defense 399 Skill Defense 532
Anger 2 Drops Stun 4
Decay Paralysis Drops 3
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison
Resistance 50 100 100 100 100 100 100
異常 0 0 0 0 0
Can be stolen —

Gald — AP —

Cornu

Pokedex 211 Main Appearance Locations スケヤハー6 > P.301

LV. 99 Physical Attack 874 Magical Attack 106
Luck 2 Steel Body 80
HP 14378 Physical Defense 762 Magical Defense 350
Rage 1 Stun 49
Down Paralysis Fear Petrify
Experience 5981 Gald 1110 AP 3
Drops: Titan Fist Super Rare
Drops: Flogapannopria Super Rare
House Fire Water Earth Wind 雷 Light Dark Status Poison
Nature 100 100 100 100 100 75 125 100 100 100 100
異常
盗む 517 ドル 10%

Salamander

Fire Illustrated Encyclopedia 65 Main Spawn Location: Kelm Volcano P.180

LV.27 Physical Attack 203 Magic Attack 9 Luck 1 Steel Body — Experience Points 167 Gald 286 AP 1
HP 2246 Physical Defense 116 Magic Defense 616 Ki 100 怒り 絶 Drop 七寸 スクタタル大 Rare
6 Ki 100 Drop: Demon Fang Rare
Attributes: Fire Water Earth Wind Thunder Light Dark Statuses: Poison Decay Paralysis Fear Petrify
Resistance: 75 125 100 100 100 100 100 100 100 100 異常 盗める ヒ-7 30%

Twenty-one (Colosseum)

Fire Illustrated Encyclopedia Main Spawn Location: Colosseum Single Battle (Intermediate) P.287

LV.29 Physical Attack 284 Magic Attack 9 Luck 1 Steel Body — Experience — Gald — AP —
LV.29 Physical Attack 284 Magic Attack 9 Luck 1 Steel Body
HP 2390 Physical Defense 124 Magic Defense 616 Ki Exhausted 87 怒り Drop —
6 Ki Exhausted 87 Drop —
Attributes: Fire Water Earth Wind Thunder Light Dark Statuses: Poison Decay Paralysis Fear Petrify
Resistance: 75 125 100 100 100 100 100 100 100 100 異常 盗める —

Sanglier

Fire Bestiary 194 Main appearance location: Basement 3 of [unknown] P.298

LV. 79 Physical Attack 1410 Magical Attack 26 Luck 0 Copper Body 40 経験値 AP 3
HP 16086 Physical Defense 225 Magical Defense 158 怒り 1344 Gald 1643 Normal
7 Stun 100 Drop Rate [unknown] Rare
Fire Water Earth Wind Thunder Light Dark Status: Poison, Weakness, Paralyze, Fear, Petrify, Drops: Pine Gummy
Bodyguard 50 150 100 100 100 100 100 異常 100 100 100 100 100 3 盗める —

ザン bīn`

Bestiary 58 Main appearance location: Near the western country Garam P.139

LV. 24 Luck 2 Copper Body Experience 140 Gald 247 AP 1
HP 2662 Physical Defense 38 Magical Defense 190 Physical Attack 52 Magical Attack 17 怒り Experience キャベツ Normal
Affinities: Fire Water Earth 1 Stun 100 Drop Rate Rare
Wind Thunder Light Dark Status Poison, Weakness, Paralyze, Fear, Petrify, Drops: Diney Bottle
性 125 100 50 150 100 100 100 異常 100 100 100 100 100- 盗める —

シアn (1)

Bestiary 37 Main appearance location: Regnum Stalactite Cave P.162

LV. 19 Physical Attack 92 Magical Attack 22 Luck 0 Steel Body 60 Experience 3095 Gald 1068 AP 77
HP 24128 Physical Defense 69 Magical Defense 46 Anger 4 Stun 22 Drops: Sage Confirmed
Drops: Sage
Affinities: Fire Water Earth Wind Thunder Light Dark Status Poison, Fatigue, Paralysis, Fear, Petrify, Drops
Values: 100 100 50 125 100 100 100 異常 0 0 0 00 Stealable —

シアン(2)

Bestiary 99 Main Appearance Location: Single P.201

LV. 37 Physical Attack 138 Magic Attack 40 Luck 0 Steel Body 100 Experience 134.73 million yuan 27.85 AP 89
HP 57130 Physical DEF 127 Magic DEF 85 Fire Water Anger 3 Stun 16 Drop Verbena Confirmed
Attribute Poison Weakness Paralysis Fear Petrify Drop
Earth Wind Thunder Light Dark Status
Nature 100 100 50 125 100 100 100 Abnormal 0 0 0 0 Stealable —

シア (Arena)

Bestiary — Main appearance location: Arena Extra Battle P.292

LV.69 Physical Attack 351 Magic Attack 73 Luck 0 Iron Body 220 Experience — Gald — AP —
HP 113076 Physical Defense 235 Magic Defense 157 Anger 2 Stun 4 Drops —
Attributes Fire Water Earth Wind Current Light Status Poison Weakness Paralysis Fear Petrify Drops —
Stats 100 100 50 125 100 100 100 Abnormal 00 0 00 Can be stolen —

Shesepuank

Bestiary 173 Main Appearance Location Tower of Dawn P.246

LV. 64 Physical Attack 497 Magic Attack 52 Luck 0 Copper Body 130 Experience 2821 Gald 3520 AP 7
HP 41254 Physical Defense 241 Magic Defense 158 Anger 1 Stun 15 Drop —
Element: Fire Water Earth Wind Thunder Light Dark Status: Poison Weakening Paralysis Fear Petrify Drop —
Earth Wind Thunder Light Dark Status: Poison Weakening Paralysis Fear Petrify
Affinity: 100 100 50 125 100 100 1000 0 0 異常 0 0 Can be stolen

シュ Er Yi (二一ル)

Bestiary 182 Main appearance location: Dungeon 3811, Floor P.296

LV. 71 Physical Attack 580 Magical Attack 49 Luck 0 Steel Body — Experience Points million LF1047 AP 2
HP 20542 Physical Defense 168 Magical Defense 558 Rage 1 Faint 88 Drops Spectacles Normal
Drops Cure Bottle Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify
Resistances 125 100 100 75 125 100 100 100 0 0 100 異常 100 3 盗め + ベツ 30%

Chevalier

Pokedex226 Main Appearance Location: Triverse Gate, 8th Layer P.303

LV.120 Physical Attack 1758 Magic Attack 141 Luck 2 Iron Body 30 Experience 68.70 million Lower 1095
HP 43,962 Physical Defense 403 Magic Defense 403 Rage 2 Faint 36 Drops Boreas AP 5
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify Drops: Coral Crystal Super Rare
Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify Drops: Coral Crystal
Poison Decay Paralysis Fear Petrify Drops: Coral Crystal Super Rare
Petrify Drops: Coral Crystal
Resistances 100 100 100 100 100 100 100 100 100 100 異常 100 38173 盗め 10%

Chovusli

Thunder Pokedex 69 Main Appearance Location: Interstice Nigel P.182

LV. 29 Physical Attack 90 Magic Attack 57 Luck 2 Iron Body Experience points 191 Gald 223 AP 2
HP 1990 Physical Defense 96 Magic Defense 136 怒り 17 Ki (vitality) 100 Drop: Monsters Rare
Attribute: Fire Water Earth Wind/Thunder Light Dark Status: Poison, Sap, Paralysis, Fear, Petrify Drop Glorious Helm Super Rare
Resistances: 100 100 150 100 50 125 75 100 100 100 異常 100 3 盗め —

シ Yǒu

Bestiary 201 Primary Location: Tribeverse Gate, 4th Level P.299

LV. Physical Attack 84 Skill Attack 714 Magic Attack 175 Luck 2 Bronze Bod — y Experience 2345 Strength F1178 R AP 5
HP 13110 Physical Defense 277 Magic Defense 623 age 4 Spirit 100 Drops: Monster Scale Rare
Attribute: Fire Water Earth Wind Thunder Light(?) Status: Poison, Sap, Paralysis, Fear Rare
Resistances: 100 50 100 100 150 100 100 100 100 異常 100 100 3 盗め —

Enemy ??? タ サ ~ レ

Shirogeko

Bestiary 33 | Primary Location: Regnum Stalactite Cave ▶P.161

LV.17 Physical Attack 103 Skill Attack 21 Luck 2 Experience 76 HP 1781 Physical Defense 89 Magic Defense 32 Fāng ér xià 170 AP 1
Rage 6 Spirit 100 Drops: Chain Guard Attributes: Fire Water Earth Wind Thunder Light Dark Status: P ズ Jiǔjiǔ ér Dog Normal
oison, Sap, Paralysis, Feat, Petrify Resistances: 100 75 100 100 125 125 100 Abnormal 100 100 100 100 100 Drop: (盗) 21 Super Rare
1 2 める 30%

シ Mouth Mouth (Arena)

Bestiary — | Main appearance locations: Arena, Party Battle (Beginner) ▶P.290

LV. 18 Physical Attack 178 Magic Attack 43 Luck 2 Bronze Body Experience Points — Gald — AP —
HP 1765 Magic Defense 66 Magic Defense 877 Drop —
Attributes: Fire Water Earth Wind Lightning Light Dark Status: Poison Weakness Paralysis Fear Petrify Drop —
Nature 100 75 100 100 125 125 100 Abnormal 100 100 100 100 100 Steal める —

フ Ku Shita Ichi

Pokedex 98 Main Appearance Location: Galpos Jungle ▶P.199

LV.36 Physical Attack 230 Magic Attack 225 Luck 1 Steel Body 100 Experience 770 Gald 1830 AP 5
HP 16884 Physical Defense 192 Magic Defense 137 Anger 7 Stun 26 Drops
Fire Water Earth Wind Lightning Light Dark Status Poison Weakness Paralysis Petrify Drops —
Nature 100 100 100 100 100 100 異常 100 100 100 100 100 恐 Petrify 盗める —

Scletto

Pokedex 206 | Main appearance location: Triverse Gate 5th Layer ▶P.300

LV.90 Physical Attack 932 Magic Attack 76 Luck 1 Steel Body — Experience: 29,040,000; Money: 478 AP 6
LV.90 Physical Attack 932 Magic Attack 76 Anger 4 Stun Drop: Seven-inch nail; Jin Ren Park(er) (今仁朴り) Rare
HP 10504 Physical Defense 638 Magic Defense 29175
属性 Fire Water Earth Wind Lightning Light Dark Status Poison Weakness Paralysis Fear Petrify Drop: Vento Armatura Super Rare
100 100 100 100 100 150 50 100 100 100 100 100 異常 盗める

Skeleton

Encyclopedia 53 Main Appearance Location: Ashihara Royal Tomb ▶P.169

LV.22 Physical Attack 132 Magical Attack 19 HP 1572 Physi Luck 0 Bronze Body Experience 123
cal Defense 110 Magical Defense 53 Attribute: Fire Water E Rage 4 Stun 100 Drop Gald 126 AP 2
arth Wind Thunder Light Dark Status Stun 100 Drop ズ Ku-ta'er Dog Normal
100 100 100 100 100 150 50 異常 Poison, Paralysis, Fear, Petrify Drops: Tofu Normal
100 50 100 100 100 盗める Drops: Tofu —

Also Ku-ta (Arena)

Bestiary — | Main Appearance Location: Arena Single Battle Intermediate ▶P.287

LV. 30 Physical Attack 173 Magical Attack 25 Luck 1 Steel Body - 経験値 — Gald — AP —
HP 2052 Physical Defense 145 Magical Defense 68 Rage 3 Mood Color 91 Drops —
Fire Water Earth Wind Thunder Light Dark Weakness Paralysis Fear Stone Drops —
Element 100 100 100 100 150 50 Status: Poison 異常 100 50 100 100 100 盗める —

Skeleton Warrior

Pokedex 130 Main spawn location: Garden of Waiting for Gods ▶P.216

LV. 46 Phys ATK 250 Mag ATK 37 Luck 1 Copper Body — EXP 430 Gald 980 AP 3
HP 6022 Phys DEF 216 Martial DEF 156 Rage 2 Faint 93 Drop size 5 (note: original contains unreadable chars) Super Rare
Elements: Fire Water Earth Wind Thunder Light Dark Weakness Paralysis Fear Stone Drops Full Plate Super Rare
Stats: Status: Poison
100 100 100 100 150 50 異常 100 100 100 100 100 盗める キノコ 30%

Snow Rabbit

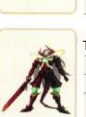
Bestiary 124 Main spawn location: Near 〒ﾄﾗ一人一下 P.239

LV. 44 Physical Attack 211 Magic Attack 28 Luck 1 Steel Body Experience 438 Gald 890 AP 3
HP 6798 Physical Defense 165 Magic Defense 233 Stun 92 Rakushichin (落七寸) Bota Juken (ﾉ多ル犬) Rare
Attributes: Fire Water Earth Wind Thunder Light Dark Stun 92 Rakushichin (落七寸) Bota Jūken (ﾉ多ル犬) Normal
Resistance: 125 100 100 100 100 100 怒り ズ
Status: Poison, Decay, Paralysis, Fear, Petrify, Drops Apple Gumi Rare
異常 100 100 100 100 100 盗める ニンジン 30%

Spirit

Dark Bestiary No.54 Main Appearance Location: Ashihara Royal Tomb ▶P.169

LV.23 Physical Attack 38 Magic Attack 106 Luck 0 Steel Body 20 Experience 118 Gald 74 AP 3
HP 1088 Physical Defense 201 Magic Defense 42 Rage 5 Stun 100 Rakushichin (落七寸) >Boku Gen (朴元) Rare
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison, Decay, Paralysis, Fear, Petrify, Drops Orange Gumi ラ Rare
Resistances: 1100 100 100 100 100 150 50 異常 100 100 100 100 100 盗める スペクタクルズ 30%



The Overlord Burdened with Despair

Bestiary 179 Main Appearance Location: Tower of Dawn ▶P.255

LV. 67 Physical Attack 376 Magic Attack 156 Luck 2 Steel Body 290 Experience — Gald — AP —
HP 252720 Physical Defense 261 Magic Defense 327 Anger 1 Ki Beauty 4 Drop —
Attribute Fire Water Earth Wind Thunder Light Darkness State Poison Decay Paralysis Fear Stone Drop —
盗 100 100 100 100 100 100 100 Stealable 異常 0 0 0 0 0 —

Seven Star

Bestiary 6 | Main Appearance Location Regnum Pass ▶P.144

LV. 5 Physical Attack 15 Magic Attack 8 Luck 2 Steel Body Experience 28 Gald 62 AP 1
HP 386 Physical Defense 19 Martial Defense 18 Anger 1 Faint 100 Drop 500 Million Park Won Experience 28 Gald Rare
Attribute Fire Water Earth Wind Thunder Light Darkness State Poison Decay Paralysis Fear Stone Drop Holy Bottle Super Rare
Sex 125 100 100 100 100 100 100 100 100 100 100 異常 盗む 3 —

Jellyfish

Water Bestiary 83 | Main appearance location: Near Galpos, the southern country ▶P.138

LV. 34 Physical Attack 122 Magic Attack 71 Luck 0 Steel Body — 189 Gald 440 AP 1
HP 7946 Physical Defense 65 Magic Defense 39 怒り 1 Faint 100 Fall Seven Inches Experience Points ボイス > Pu'er Rare
Attribute Fire Water Earth Wind Thunder Light Darkness State Poison, Decay, Paralysis, Fear, Petrify, Drop とす —
Sex 100 50 100 100 75 100 100 Abnormal 0 100 50 100 100 Thief める Qid ズ er 30%

Celestial Knight

Pokedex 164 Main Appearance Location: Pilgrimage of Souls, Kanda P.244

LV. 60 Phys ATK 712 Tech ATK 218 | HP 180488 Phys DEF 200 Tech DEF 178 | Element Fire Water Earth Wind Lightning Light Dark Status | Affinity 100 100 100 100 100 100 100

Luck 1 | 怒り 1 Stun 6 | 異常 Poison 0 Down Paralysis Fear Petrify 0 0 0 0

Steel Body 160 Experience 45400 Money 10700 AP 136

Drops —

Drop —

Can be stolen —

Sharpshooter

Bestiary — | Main Appearance Location: Western Battlefield P.149

LV.7 Phys ATK 90 Tech ATK 23 | HP 8682 Phys DEF 45 Tech DEF 34 | Element Fire Water Earth Wind Lightning Light Dark Status | Affinity 100 100 75 100 100 100 75

Luck 2 Bronze Body 40 | 怒り 1 Stun 25 | 異常 Poison Withered Hemp Fear Stone 0 0 0 0 0

Experience Points 1940 Gald 1480 AP 36

Drop —

Drop —

Can be stolen —

Sorcerer

Map Catalogue 100 | Main Appearance Location: Triverse Gate 2nd Layer P.297

LV.75 Physical Attack 302 Magic Attack 68 | HP 17418 Physical Defense 119 Magic Defense 529 | Attributes Fire Water Earth Wind Thunder Light Darkness Status | Affinity 100 100 50 150 100 100 100

Luck 2 | 怒り 1 | 異常 Poison Decay Paralysis Fear Petrify 100 100 100 100 100

Steel Body — Experience 1017 Gald 1614 AP 2 Rare

KO 100 Drop Transportation

Drops —

盗める —

North へ One

Pokedex 43 Main Locations: Shopkeeper's Manor P.164

LV. 19 | HP 2227 | Element: Fire Water Earth Wind | Nature 100 100 100 100 100 100 100

Physical Attack 108 Magic Attack 66 | Physical Defense 62 Magic Defense 27 | 雷 Light/Dark Status

Luck 1 Copper Body — | 怒り 5 Faint 100 | 異常 Poison, Decay, Paralysis, Fear, Petrify 100 100 100 100 100

Experience 121 Gald 197 AP 1

Drop: Kusatsu (uncertain) スズ Rare

Drops: Rice Normal

盗める ミルク 30%

ン Arcade (Arena)

Bestiary — | Main Locations: Arena Single Battle Beginner P.287

LV.18 Physical Attack 63 Magic Attack 54 | HP 1731 Physical Defense 68 Magic Defense 23 | Elements: Fire Water Earth Wind Thunder Light Dark Statuses | Resistance 100 100 100 100 100 100 100

Luck 1 Steel Body — | Rage 5 Faint 100 Drop: Kusatsu | 異常 Poison, Decay, Paralysis, Fear, Petrify 100 100 100 100 100

— Gald — AP —

Experience —

Drop —

盗める —

Sorda

Pokedex 218 Main Appearance Location: Floor 7 P.302

LV.109 Physical Attack 1650 Magic Attack 56 | HP 20160 Physical Defense 450 Magic Defense 2201 Faint 65 | Elements: Fire Water Earth Wind Thunder Light Dark Statuses: Poison, Decay, Paralysis, Fear, Petrify | Affinity 100 100 100 100 100 100 100 100

Luck 1 Steel Body 40 Experience 6495 Gald 1513 AP 2

怒り

異常 100 100 100 100 100

Drop: Shiden Super Rare

Drop: Jade Crystal Super Rare

盗める トウフ 30%

Zombie

Dark Bestiary 113 Main appearance location: Remures Marsh P.206

LV.41 Physical Attack 154 Magic Attack 14 Experience 343 | HP 7323 Physical Defense 94 Magic Defense 32 Stun 100 Drops メタタル大 | 属 Fire Water Earth Wind Thunder Light Dark Status Poison Decay Paralysis Fear Petrify Drops Fear Bottle | Affinity 125 100 75 100 100 125 75 Abnormal 100 100 100 50 100 Steal アーネル

Luck 1 Bronze Body — | 怒り 5 | 異常 Poison Hemp Fear Stone 100 100 100 100 100

ガルド 1132 AP 1

Experience 343

Stun 100 Drops メタタル大

Drops Normal

Rare

める イア 30%

ン > Pi (Arena)

Dark Bestiary — | Main appearance locations: Arena, Advanced Party Battle P.291

LV. 51 | HP 10962 Physical Defense 114 Magic Defense 38 | Affinity 125 100 75 100 100 125 75 Abnormal 100 100 100 50 100 Steal

Physical Attack 501 Magic Attack 17

Luck 0 Steel Body — | Rage 8 Faint Weakening | 異常 Poison Hemp Fear Stone 100 100 100 100 100

Experience — Gald — AP —

55 Drops: Seven-inch nail

Drops —

める —

ゾンビリターナー

Cabinet Encyclopedia 116 Main spawn location: Lemures Plains P.210

LV. 42 | HP 6323 | Attributes: Fire Water Earth Wind | Stats: 125 100 75 100 100 125 75

Physical Attack 253 Magic Attack 32 | Physical Defense 192 Magic Defense 128 | 雷 Light Dark Status Poison Decay Paralysis Fear Petrify Drop | 異常 100 100 100 100 100

Luck 1 Copper Body — | 怒り 4 Stun 76 Drop

Experience Points — Gald — AP —

Drop —

盗める —

Tarantula

Bestiary 50 Main spawn location: Ashihara Royal Tomb P.169

LV. 22 | HP 1048 | Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Petrify Paralysis Fear Stone Drop | Resistance 125 100 100 100 100 100 100 100 0 100 100

Physical Attack 72 Magical Attack 78 | Physical Defense 106 Magical Defense 93

Luck 1 Copper Body | 怒り 1 | 異常

Experience 126 Gald 70 AP 3

Stun 100 Drops: Nanatsu-something (untranslated name) Normal

Drop —

盗め —

Tarantula (Coliseum)

Bestiary — | Main appearance locations: Arena, Party Battle (Intermediate) P.290

LV. 30 | HP 1668 Magical Attack? Physical Defense 139 Martial Defense 139 | 属 Fire Water Earth Wind Thunder Light Dark Status: Poison Petrify Paralysis Fear Stone Drop | 性 125 100 100 100 100 100 100

Physical Attack 329 Magical Attack 208

Luck 1 Steel Body Experience Gald 1 Steel Body Experience Gald | 異常 100 0 100 100 100

— Gald — AP —

Drop: Fallen Seven-Inch —

盗める —

Senbutsu (1)

Pokedex 55 Main appearance location: Ashihara Royal Tomb P.171

LV.24 Physical ATK 167 Magic ATK 86 | HP 31584 Physical DEF 81 Magic DEF 111 | Fire Water Earth Wind Thunder Light Status | 性 125 100 100 75 100 125 75

Luck 2 Copper Body 80 | Anger 3 Ki Exhausted 18 Decay Paralysis Fear Petrify | 異常 Poison 0 0 0 0 0

EXP 6420 Wan'erxia 2420 AP 81

Drop: Chamomile Confirmed

Drop: Fallen Seven-Inch

Can be stolen

Qianbumie (2)

Bestiary 78 | Main Appearance Location: Battleship Lavender P.193

LV.34 Physical Atk 148 Magic Atk 94 | 34 Physical Atk 148 Magic Atk 94
HP 42784 Phys Def 111 Mag Def 234
Luck 1 Steel Body 3 Stun 15
EXP 14240 10,000 yen down 3280 AP 91
Drop Seven Inches Also One Confirmed
Drop Seven-Inches
Gender
属 Fire Water Earth Wind Lightning Light Dark Status Poison Weaken Paralysis Fear Petrify
125 100 100 75 100 125 75 O
異常 0 0 0 0
Thief

Senbokumetsu (Arena)

Bestiary — | Main Appearance Locations: Arena, Extra Battles P.293

LV.71 Physical Atk 592 Magic Atk 148
HP 180280 Phys Def 222 Mag Def 470 Rage
Luck 1 Steel Body 230 EXP — Gald — AP —
1 Faint 2 drops
Fire Water Earth Wind Lightning Light Dark Status Poison Weaken Paralysis Fear Petrify
属 Elemental 125 100 100 75 100 125 75 Abnormal 0 0.0
0 0 0 0
Drop
Can be stolen

Champion

Bestiary — | Main appearance: Arena Single Battle Advanced P.288

LV.52 Phys ATK 413
HP 14186 Phys DEF 243
Magic ATK 147
Combat Def 146
Luck 2 Bronze Body 60 EXP — Gald — AP —
Rage 2 Faint 21
Drop —
Fire Water Earth Wind Holy
Affinity 100 100 100 100 100 100
Light/Dark Status Poison, Weakness, Paralysis, Fear, Petrify
異常 100 100 100 100 100
盗める —

Tsuchigeko

Illustration No. 39 Main appearance: Calypso Mine P.174

LV.25 Phys ATK 141 Magic ATK 19 Luck 2 Bronze Body EXP 140 Gald 157 — AP 2
EXP 140 Gald 157
HP 2098 Phys DEF 103 Magic DEF 66 Rage 5 Faint 100 Drops
Rare
属 Fire Water Earth Wind Thunder Light/Dark Status Poison Weakness Paralysis Fear Petrify Drops Orange Gummy
Rare
Affinity 100 75 75 125 100 100 100 Abnormal 50 100 100 100 100 Steal
めるス 30%

ディープダイバー

Water Encyclopedia 84 Main spawn location: northern sea P.139

LV. 39 Physical Attack 235 Magic Attack 42 Luck
2 Steel Body 60 Experience 144 Gald 238 AP 1
HP 2765 Physical Defense 296 Magic Defense 170
怒り 3 Faint 100 Drop size 2 (multiple?)
Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drop: Kombu
Normal
耐性 100 75 100 100 125 100 100 100 100 100 100
異常
盗める カ 30%

ヲI-1-? 18 (Arena)

Water Bestiary — | Main appearance locations: Arena Single Battle Advanced P.288

LV. 52 Physical Attack 255 Magical Attack 55 Luck 2 Steel Body 30 EXP — Gald — AP —
HP 2597 Physical Defense 388 Magical Defense Rage 2 Faint 70 Drop —
Fire Water Earth Wind 雷 Light/Dark Status: Poison Weakness Paralysis Fear Petrify Drops
Element 100 75 100 100 125 100 100 Status Abnormal 100 100 100 100 100 Steal
めるス —

Dinosol

Encyclopedia 195 Main spawn location: Floor 3 of ??? P.298

LV. 79 Physical Attack 1110 Spell Attack 18 Luck 1 Steel Body — Experience 1449 Gald 1242 AP 3
HP 15564 Physical Defense 434 Spell Defense 191 Rage 2 Faint 61 Drops Lemon Gummy Rare
属 Fire Water Earth Wind Need Light Dark Status Weakness Paralysis Fear Petrify Drops Monster Fang Rare
Element 75 125 100 100 100 100 100 Poison
異常 100 100 100 100 100
盗める 3E-7 30%

ティラール

Bestiary 219 Main appearance location: Floor 7, Section 1, Area 81 P.302

Lv. 109 Physical Atk 1331 Magic Atk 84
HP 18661 Physical Def 320 Magic Def 320
Luck 2 Steel Body — Experience 6292 Gald 1088 AP 3
Rage 1 Faint 99 Drops Blizzard Mag Super Rare
属 Fire Water Earth Wind Thunder Light Dark status Poison Paralysis Petrify Fear Drops Black Star Crystal Super Rare
Nature 100 100 100 100 100 100 100 100 100 100 100 100
異常
盗める —

Death Hornet

Bestiary 104 Main Appearance Locations Near Grigori Village P.139

LV.37 Physical Attack 125 Magic Attack 37 Luck 2 Steel Body — Experience 265 Gald 663 AP 2
HP 1962 Physical Defense 183 Magic Defense 53 怒り 18 Spirit 100 Drop amount 1556 Rare
Poison Paralysis Fear Petrify
Attributes Fire Water Earth Wind Thunder Light Dark status Drops —
耐性 125 100 100 100 100 100 100 Poison
異常 100 100 100 100 100
盗める —

Death Raven

Pokedex 108 Main appearance location: Lemures Marsh P.206

LV. Physical Attack 41 Magic Attack 137 Luck 0 Steel Body experience points 303 Gald 975 AP 2
HP 4127 Physical Defense 140 Magic Defense 62 怒り 4 Stun 100 Fall-seven-inch-hand キン Normal
Fire Water Earth Wind Thunder Light Dark Status Weakened Paralysis Fear Petrify Drop Monster Feather Rare
Element 100 100 100 100 100 125 75 Poison
異常 100 100 100 50 100 3 PE
盗める 30%

Yu Xiyi'er

Illustrated Encyclopedia 198 — Main appearance location: Floor 4 of Area 8 P.299

LV. 84 Physical Attack 714 Magic Attack 90 Luck 0 Steel Body — Experience 2528 Gald 1055 AP 3
HP 11698 Physical Defense 346 Magic Defense 328 Anger 3 Stun 100 Rakushichun Kudaaruken Normal
Attribute: Fire Water Earth Wind Lightning Light Dark; Status: Poison, Weakness, Paralysis, Fear, Petrify; Drops: Lemon Gummy Rare
Resistances: 100 75 100 100 125 100 75 100 100 100 100 100 3
異常
盗める オレンジグミ 30%

Tetaaru Deodd

Bestiary 152 Main Appearance Location: "First Exploration" P.276

LV.60 Physical Attack 683 Magic Attack 78 Luck 080 Experience
LV.60 Physical Attack 683 Magic Attack 78 Luck 080 Experience Copper Body 902 Gald 1685 AP 6
HP 41090 Physical Defense 244 Magic Defense 1752 Stun 10 Drop
怒り 080 Experience
2 Stun 10 Drop
Attributes: Fire Water Earth Wind Lightning Light Dark; Status: Poison, Weakness, Paralysis, Fear, Petrify; Drops
Resistances: 100 75 100 100 125 100 100 100 100 100 100
異常
盗める —

Enemy like-evening thousand divination-evening

Love

Tenos Assault

Bestiary 135 Main Appearance Location: Tenos Weapons Factory P.221

LV.50 Physical Attack 308 Magic Attack 20 Luck 0 Stamina 50
HP 9274 Physical Defense 224 Magic Defense 993 Stun 56 怒り 3 Stun 56
Attributes: Fire Water Earth Wind Lightning Light Dark; Status: Poison, Weakness, Paralysis, Fear, Petrify
Resistances: 1100 100 100 100 100 100 100 100 100 異常 100 100

Experience Points Gald 1562 AP 1
Drop Bread Normal
落とす トールハンマー Super Rare
盗める チーズ 30%

Tenos Assault (Arena)

Bestiary — Main appearance locations: Arena Extra Battles P.292

LV.66 Physical ATK 627 Magic ATK 24 Luck 0 Steel Body 80 EXP
HP 33914 Physical DEF 313 Magic DEF 1881 Stun 9 怒り 0 Steel Body 1 Stun 9
Affinity: Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify
Resistance: 100 100 100 100 100 100 100 100 100 異常

— Gald (Currency) AP —
Drop —
Drop —
盗める —

テノスシューター

Bestiary 120 Main appearance location: Northern Battlefield P.211

LV.43 Physical ATK 172 Magic ATK 60 HP 3776 Physical DEF 1 Luck 2 Bronze Body —
46 Magic DEF 267 Affinity: Fire Water Earth Wind Thunder Lig 怒り 1 Ki Turtle 100
ht Dark Status Poison Decay Paralysis Fear Petrify
異常 100 100 100 100 100

EXP 295 Gald 588 AP 4
Strike the vital point: one step down Super Rare
Drop —
盗める タマゴ 30%

テノスシューター (Arena)

Bestiary — Main Appearance Locations: Arena Extra Battles P.292

LV. 66 Physical Attack 282 Magic Attack 146 Luck 2 Steel Body —
HP 13044 Physical Defense 235 Magic Defense 怒り 1 Petrify 32
Attributes: Fire Water Earth Wind Lightning Light Status Effects: Poison Weakness Paralysis Fear Petrify
性 100 100 100 100 100 100 100 異常 100 100 100 100 100

Experience Points — Gald — AP —
Ochi Nanaichi
落とす
盗める —

Tenoss Stinger

Bestiary 131 Main Appearing Location: Garden of Waiting for Gods P.220

LV.48 Physical Attack 425 Magic Attack 25 Luck 2 Steel Body 180 Experience 28020
HP 78168 Physical Defense 360 Magic Defense 288 Rage 1 Faint 5 Drops
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drops —
Affinity 125 50 100 100 125 100 100 異常 0 0 0 0 0 Can be stolen

ガルド 9710 AP 116

Tenos Sniper

Bestiary 134 Main Appearance Location Tenos Weapon Factory P.221

LV. 49 Physical Attack 195 Magic Attack 63 Luck 2 Steel Body —
HP 4256 Physical Defense 166 Magic Defense 304 怒り 1 Stun 100 Instant Kill
Attribute Fire Water Earth Wind Thunder Light Dark Status: Poison decay hemp fear stone
性 100 100 100 100 100 100 100 異常 100 100 100 100 100

Experience 463 Gald 499 AP 4
チョコ Drop Normal
Drops: Pine Gummy Rare
盗める —

Tenos Soldier

Bestiary 119 Main appearance location: Northern Battlefield P.211

LV. 43 Physical Attack 172 Magic Attack 29 Luck 2 Steel Body —
HP HP 6796 Physical Defense 211 Magic Def 117 Rage 2 Stun 81
Attribute Fire Water Earth Wind Thunder Light Dark Status: Poison, Weakness, Paralysis, Fear, Petrify
性 100 100 100 100 100 100 100 異常 100 100 100 100 100

Experience 308 Gald 999 AP 1
Drop Bread Normal
Dropped item: Apple Gummy Rare
盗める —

Line/ in the arena (Training Ground)

Bestiary — Main appearance location: Arena Extra Battle P.292

LV.66 Physical ATK 353 Magic ATK 31 Luck 2 Steel Body —
HP 20218 Physical DEF 339 Magic DEF 235 怒り 1 Fainted 14 Drops —
Attributes Fire Water Earth Wind Thunder Light Dark Status Red Decay Paralysis Fear Petrify Drop —
Nature 100 100 100 100 100 100 100 異常 100 100 100 100 100 盗める —

Experience Points Gald — AP —

Tenos Knight

Bestiary 133 Main appearance location: Tenos Weapon Factory P.221

LV. 49 Physical ATK 193 Magic ATK 16 Luck 1 Steel Body —
HP 6810 Physical DEF 239 Magic DEF 166 Rage 2 Fainted 75
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify
性 100 100 100 100 100 100 100 100 100 100 異常 盗める

Experience 498 Gald 1032 AP 2
Drop: Banana Normal
Drops Lemon Gummy Rare
3 —

Next Next

Bestiary 103 Main appearance location: Near Grigori Village P.139

LV. 37 Physical ATK 263 Magic ATK 23 Luck 0 Steel Body Experience 244 Gald 524 AP 3
HP 4807 Physical DEF 155 Magic DEF 67 怒り 3 fainting 100 falling seven inches thousand キン Normal
Affiliations: Fire Water Earth Wind Thunder Light Dark; Status: Poison, Weakness, Paralysis, Fear, Petrify; Drops: Monster Feather Normal
性 100 100 100 100 100 100 100 異常 100 100 100 100 100 盗める タマゴ 30%

F-F-(Arena)

Bestiary — Main appearance locations: Arena Single Battle (Advanced) P.288

LV. 51 Physical Attack 455 Magic Attack 31 Luck 0 Copper Body —
HP 3980 Physical Defense 209 Magic Defense 72 怒り 3 Stun 63
Affiliations: Fire Water Earth Wind Thunder Light Dark; Status
Resistances 100 100 100 100 100 100 100 異常 Poison Weakness Paralysis Fear Petrify 100 100 100 100 100

Experience Points — Number of book hits AP —
Drop —
Drop —
盗める —

Tosageko

Pokedex 92 Main Appearing Location: Galpos Jungle P.199

LV. 36 Physical Atk 203 Magic Atk 39 Luck 2 Steel Body —
HP 4766 Physical Def 144 Magic Def 279 怒り 4 Stun 100 Drop: 八一
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Petrify Drop
性 100 75 100 100 125 100 100 100 100 100 100 異常 盗め

EXP 728 Gald — AP 2
Super Rare
—
—

トゥゲア (Arena)

Bestiary — | Main appearance locations: Arena, Mid-level Party Battle | P.290

LV. 30 Physical Atk 260 Magic Atk 66 Luck 1 Steel Body — EXP — Gald — AP —
HP 2873 Physical Def 122 Magic Def 104 Fury 5 Stun 77 Drop — —
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Petrify Drop
性 100 75 100 100 125 100 100 Abnormal 100 100 100 100 100 Steal — —

Tobinezumi

Pokedex 91 Main Appearing Location: South Country near Galpos | P.139

LV. 34 Physical Atk 209 Magic Atk 29 Luck 2 Bronze Body EXP 305 Gald 94 — AP 4
HP 4814 Physical Def 130 Magic Def 49 Fury 3 Stun 100 Drop: チーズ — —
属 Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drop Apple Gummy
性 100 100 100 100 100 100 100 100 100 100 100 100 異常 盗める

下ヒネ三 (Arena)

Bestiary — | Main appearance locations: Arena, Mid-level Party Battle | P.290

LV. 30 Physical Attack 386 Magic Attack 21 Luck 0 Bronze Body Experience Points — Gald — AP —
HP 3373 Physical Defense 116 Martial Defense Rage 3 Stun 69 Sap Paralysis Fear Petrify Drop —
Element: Fire Water Earth Wind 雷 Light/Dark Status Poison Drop —
Nature 100 100 100 100 100 100 100 異常 100 100 100 100 100 盗める —

Lower-row Solo Action

Bestiary 142 Main Appearance Location Sky Castle | P.230

LV.56 Physical Attack 708 Magic Attack 118 Luck 0 Steel Body — EXP 595 Gald 1086 AP 3
HP 5842 Physical Defense 314 Magic Defense 167 Stun 82 怒り 4 Drop: 5,000,000 ??? Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Sap Paralysis Fear Petrify Drops: Monster Scale Rare
Resistance 100 100 100 100 100 100 100 100 100 100 100 異常 Steal

Lower-row Solo Action (Arena)

Bestiary — | Main Encounter Locations Arena Party Battle ⊥ Advanced | P.291

LV.52 Physical Attack 562 Magic Attack 108 Luck 2 Hardened Body — 経験値 — Gald (currency) AP —
HP 4147 Physical Defense 291 Magic Defense 155 Rage 4 Stun 59 Drops Weaken Paralysis Terror Petrify — —
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Drops —
Resistance 100 100 100 100 100 100 100 異常 100 100 100 100 50 Can be stolen from —

Tortchu

Pokedex 18 Main Encounter Location Forest of Sorrow | P.152

LV.10 Magic Attack 14 Physical Attack 81 Luck 2 Hardened Body 1 Experience 58 Gald 84 AP 1
HP 682 Magic Defense 29 Physical Defense 91 Rage 6 Spirit 100 Drop rate 7? 28? 怒 Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weaken Paralysis Terror Petrify Drops Ring Mail Super Rare
Resistance 100 100 100 100 100 100 100 異常 50 100 100 100 100 - 盗める

Drake

Pokedex 64 Main Encounter Location Kelm Volcano | P.180

LV.27 Physical Attack 157 Magic Attack 53 Luck 2 Bronze Body — 199 AP 2
HP 1747 Physical Defense 137 Magic Defense 110 Experience 115 Gald Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Anger 1 Faint 100 Rakushichun Sofa Super Rare
Resistance 50 150 100 100 100 100 100 異常 100 100 100 100 100 3 517 盗める ボトル 2%

F ドレイ (Arena)

Bestiary — | Main appearance locations: Arena, Mid-level Party Battle | P.290

LV.29 Physical Attack 367 Magic Attack 58 Luck 2 Steel Body Experience Points — Gald — AP —
HP 1859 Physical Defense 147 Magic Defense 119 怒り 1 Petrify 94 Drop —
Attributes: Fire Water Earth Wind — Light/Dark status Weaken Paralysis Terror Stone Drop —
Stats: 50 150 100 100 100 100 100 異常 100 100 100 100 100 盗める —

トレゾール

Bestiary 223 Main Appearance Location: Floor 8 | P.303

LV.120 Physical Attack 1945 Magic Attack 278 Luck 2 Iron Body 60 Experience 7898 Gald 1745 AP 2
HP 15902 Physical Defense 564 Magic Defense 804 Rage 2 Petrify 71 Drops: Miracle Gummi Super Rare
Attributes: Fire Water Earth Wind Thunder Light/Dark Status: Poison Weaken Paralysis Terror Stone Drops: Silver Star Crystal Super Rare
Gender 100 100 100 100 100 100 100 100 異常 100 100 100 100 100 盗める 3 LEE 10%

11 minutes

Pokedex 96 Main Appearance Locations: Garbos Jungle | P.199

LV. 36 Physical Attack 147 Magic Attack 105 Luck 2 Steel Body 209 Gald 273 2 Steel Body Gald 273 経験値 Gald 273 AP 3
HP 3377 Physical Defense 110 Magic Defense 158 Rage 11 Spirit 100 Drop: Seven-sun Puo'er ディネイ 怒 Normal
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark Status: Poison, Decay, Paralysis, Fear, Petrify Drops: Monster Scale Rare
Nature 100 75 75 125 125 100 100 Abnormal 100 100 100 100 100 Steal めるス 1101 2%

Negasion Delis

Dark Bestiary 210 Main Appearance Location: Basement 5th Floor | P.300

LV.91 Physical Attack 1200 Magic Attack 205 Luck 0 Steel Body 320 Experience 104060 Money Card 40000 AP 160
HP 400166 Physical Defense 442 Magic Defense 342 怒り 1 Stun 3 Drops: Blue Amulet Confirmed
Attributes: Fire, Water, Earth, Wind, Thunder, Light, Dark Status Poison decay hemp fear stone Drop —
Nature 100 100 100 100 100 125 50% 男 0 0 0 0 0 Can be stolen —

Negashion De Rose

Bestiary 22 | Main Appearance Location: Forest of Sorrow | P.153

LV. 11 Physical Attack 106 Magic Attack 30 Luck 0 Steel Body 50 Experience 2590 Gald 1384 AP 44
HP 12844 Physical Defense 78 Magic Defense 54 Rage 3 Stun 17 Drops Orange Gummi Confirmed
Fire Water Earth Wind Lightning Light Dark Status: Poison Decay Paralyze Fear Petrify Drop —
Affinity 100 100 100 100 100 125 750 0 0 0 0 Stealable —

Nepenthes

Bestiary 110 | Main appearance location: near the commercial city Mamuto (Mamuto) | P.139

LV. 39 Physical Attack 39 Magic Attack 50 | Luck 2 Bronze Body | Experience 281 | Gald 960 | AP 2
HP 1102 Physical Defense 59 Magic Defense 59 | Rage 1 Mood 100 Drop size 7 One hit 17 : | Normal
Element: Fire Water Earth Wind Lightning Light/Dark Status | Poisson Decay Paralyze Fear Petrify Drop Holy Bottle | Rare
Affinity 125 75 75 100 100 100 100 | 異常 100 100 100 100 100 | 盗める —
125 75 75 100 100 100 100

ネペン Arena (Colosseum)

Bestiary — | Main spawn locations Arena Party Battle Advanced | P.291

LV.51 Physical ATK 100 Magical ATK 96 | Luck 0 Bronze Body | Experience — | Gald — | AP —
Magical ATK 96 | Anger 1 Faint 53 | Drop —
HP 16832 Physical DEF 76 Magical DEF 71 | Poison Paralysis Sleep Fear Petrify | Drop —
Attributes Fire Water Earth Wind Thunder Light Status | 異常 100 100 100 100 100 | 盗める —
性 125 75 75 100 100 100 100

Yatsushita

Pokedex 20 Main spawn location Forest of Sorrow | P.152

LV. 10 Physical Atk 13 Magic Atk 45 | Luck 2 Body Experience 54 Gald | Experience 54 Gald 169 | AP —
HP 1740 Physical Def 18 Magic Def 18 | Anger 1 Faint 100 Drop | ミン | Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status | Poisson Paralysis Sleep Fear Petrify Drop Poison Bottle | Normal
Resistances 100 100 100 100 100 100 100 | 異常 0 100 100 100 1003 | 盗め —

Hermit Crab

Pokedex 81 Main spawn location South Sea | P.139

LV.34 Physical Attack 182 Magic Attack 65 | Luck 2 Steel Body 50 EXP 124 | Gald 114 | AP 1
HP 2292 Physical Defense 260 Magic Defense 169 | 怒り 2 Faint 100 Down to the last inch Support | Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status | Poison Petrify Paralysis Fear Petrify Drop | —
性 100 50 100 100 150 100 100 | 異常 100 100 100 100 100 3 Th | 盗め 30%

Highlander

Pokedex 161 Main Appearance Location Pilgrimage of Souls Kardia | P.240

LV. 59 Physical Attack 378 Magic Attack 17 | Luck 1 Bronze Body — | EXP 688 Gald 950 | AP 4
HP 10920 Physical Defense 241 Magic Defense 1273 Faint 86 | 怒り 3 Faint 86 | Drop: Spectacles | Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Petrify Paralysis Fear Stone | | Drop: Monster Fang | Rare
Nature 100 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗める —

Ba Ren Zhi Yingyi (Arena)

Bestiary Main Appearances: Arena, Advanced Party Battle | P.291

LV. 52 Physical Attack 518 Magic Attack 15 | Luck 1 Steel Body Experience Gald — | Experience Gald — | Gald | AP —
HP 6046 Physical Defense 214 Magic Defense 5 Stun 55 Drops | — | Drops —
Attribute: Fire Water Earth Wind 雷 | Light Dark Status: Poison, Fatigue, Paralysis, Fear, Petrify Drops | —
性 100 100 100 100 100 100 100 100 | 異常 100 100 100 100 100 | 盗める —

Basabasa

Bestiary 2 Main Appearance: Fulfi Forest | P.142

LV.3 Physical Attack 24 Magic Attack 5 | Luck 0 Steel Body Experience 17 | Gald 19 | AP 1
HP 108 Physical Defense 19 Magic Defense | 9 Rage 1 Stun 100 Drops: Monster Feather | Experience 17 | Rare
属 Fire Water Earth Wind Thunder Light Dark | Status: Poison, Fatigue, Paralysis, Fear, Petrify Drops | —
Resistance 100 100 100 100 100 100 100 | 異常 100 100 100 100 100 | 盗める リンゴ 30%

Hachi Hachi ヌ (Arena)

Bestiary — | Main Locations: Arena Single Battle Beginner | P.287

LV. 18 Physical Attack 59 Magic Attack 54 | Luck 0 Iron Body — | Gald — | AP —
HP 832 Physical Defense 63 Magic Defense 58 | Rage 3 Morale 100 Drop: Seven-Inch | Experience —
Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Petrify Drop | — | —
Affinity 100 100 100 100 100 100 100 | 異常 100 100 100 100 100 | 盗める —

Basilisk

Bestiary Main appearance location: Sky Castle | P.230

LV.56 Physical Attack 163 Guard Attack 95 | Luck 0 Iron Body — | Gald 1080 | AP 3
HP 7268 Physical Defense 167 Magic Defense 131 | Rage 3 | Experience 570
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Petrify | Stun 100 Drops: Seven-Inch Chicken | Normal
Affinity 100 100 75 125 100 100 100 100 100 100 0 | 異常 | Drops: Stone Bottle | Normal
Stealable: Egg 30%

Eikyūkyū (Arena)

Encyclopedia Main Appearance Locations: Arena Single Battle Advanced | P.288

LV.52 Physical Attack 152 Magic Attack 89 Luck Steel Body Experience Gald 1 | Steel Body Experience Gald — | — | AP —
HP 4991 Physical Defense 155 Magic Defense 121 Anger 3 Morale 100 Drop: Seven-inch (item) | Experience —
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poisoned Petrified Paralysis Fear Petrified Drop Rate | — | —
性 100 100 75 125 100 100 100 100 100 100 100 Steelable | 異常 0 | —

Yaya (1)

Encyclopedia No.31 Main Appearance Locations: Regnum Pass | P.159

LV.16 Physical Attack 141 Magic Attack 158 Luck 2 Steel Body 70 Experience 4520 | Gald 2120 | AP 75
HP 23263 Physical Defense 73 Magic Defense 58 Anger 1 Stun 11 Drop: Lavender | Confirmed
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poisoned Petrified Paralysis Fear Petrified Drop Rates | —
100 100 125 100 50 100 100 0 0 0 Stealable | 異常 0 | 0 | —

Yaya (2)

Bestiary 68 | Main Spawn Location: Kelm Volcano | P.181

LV. 28 Physical Attack 291 Magic Attack 250 | Luck 2 Steel Body 100 Experience 7669 | Vahka 2740 | AP 90
HP 50520 Physical Defense 120 Magic Defense 100 | 怒り 3 Stun 9 Drop: Attack Ring | Confirmed
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poisoned | Web 0 | Paralysis, Fear, Petrify Drop | —
Rates 100 100 125 100 50 100 100 * 0 | 異常 | 0 0 0 Stealable | —

Yatsuki (3)

Pokedex 123 | Main Appearance Location: Northern Battlefield P.213

LV.44 Phys Atk 349 | Magic Attack 255 | Luck 2 | Bronze Body | 320 Experience 25634 Ten-thousand yen 14620 AP 129
HP 87121 Phys Def 195 | Martial Defense 163 | 怒り 2 Unconscious 8 | Drops Saffron | Confirmed
Attributes Fire Water Earth Wind Thunder Light Dark status | Weak Paralysis Fear Petrify | Drops —
Stats 100 100 125 100 50 | 100 100 Abnormal | 0 0 0 0 | Can be stolen —

Yatsuki (4)

Bestiary 175 | Main appearance location: Tower of Dawn P.249

LV.61 Physical Attack 434 Magic Attack 253 Luck 2 Bronze Body | 140 Experience 46972 | Ten-thousand-yen card 14920 AP 165
61 Luck 2 Bronze Body
HP 188640 Physical Defense 220 Magic Defense 184 Anger 1 Unconscious | 7 | Drops —
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison Weak Paralysis Fear Petrify | Drop —
Nature 100 100 125 100 50 100 10000 00 | 異常 00 0 | 0 | Can be stolen —

Yatsuki (Arena)

Bestiary — | Main appearance location: Arena Extra Battle P.293

LV. 73 | Physical ATK 510 | Magic ATK 83 | Luck 2 Steel Body 180 Experience — | Gald — | AP —
HP 180320 | Physical DEF 297 | Combat DEF 240 | Rage 1 Faint 2 Drop —
属 Fire Water Earth Wind Thunder Light Dark Status | Poison Petrify Paralysis Fear Stone Drop —
Sex 100 100 125 100 50 100 100 | 異常 0 0 0 0 0 Can be stolen —

Yachiko Dagger One Minute

Bestiary 149 | Main Appearance Location: Near Sania Village P.139

LV. 57 | Physical ATK 582 | Magic ATK 34 | Luck 0 | Steel Body — | Experience: 697 | Gald 1035 | AP 4
HP 7160 Physical DEF 350 Magic DEF 177 | Anger 5 Faint 63 | Drops: Lemon Gummy Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Petrify Paralysis Fear Stone | Drops: Monster Feather Rare
Sex 100 100 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗める タマゴ 30%

Yachiko Hiichi (Arena)

Bestiary — | Main Appearance Location: Arena Single Battle P.288

LV.52 Physical Attack 463 Magic Attack 32 Luck 0 | Steel Body — | 経験値 — | Gald — | AP —
52 Physical Attack 463 Magic Attack 32 Luck
HP 4347 Physical Defense 214 Martial Defense 148 | 怒り 4 Stun 100 Drop Rate | —
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Fear Petrify | Drop —
Affinity 100 100 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗める —
100 100 100 100 100 100 100 100 100 100 100 100

Hiichi

Bestiary 9 Main Appearance Location: Western Battlefield P.146

LV. 7 | Physical Attack 36 | Magic Attack 9 | Luck 2 Steel Body EXP 38 — | Gald 52 | AP 1
HP 191 | Physical Defense 46 | Magic Defense 11 | Rage 1 Stun 100 Drop Seven-inch 55 Child 1 | Rare
Element: Fire Water Earth Wind 雷 | Light/Dark Status | Poison, Weakness, Paralysis, Fear, Petrify, Drop Seven-one
Sex 125 100 100 100 100 100 100 | 異常 100 100 0 | 100 100 Steal | める —

Dagger One (Arena)

Bestiary — | Main appearance locations: Arena, Party Battle (Beginner) P.290

LV.18 Physical Attack 207 Magic Attack 18 Luck 2 Bronze Body — | Experience — | Gald — | AP —
HP 1304 Physical Defense 95 Magic Defense 22 Rage 10 Stun 96 | Drops —
95 Magic Defense 22 Rage 10 Stun 96 | Drop —
Attributes: Fire Water Earth Wind Thunder Light/Dark Status Poison Weakness Paralysis Fear Petrify
性 125 100 100 100 100 100 100 100 100 0 100 100 | 異常 | 盗める —

Hisui

Bestiary — | Main appearance location: Arena Battle スペシャル P.291

LV. 76 | Steel Body 170 EXP Gald AP | Gald AP — | AP —
Physical ATK 480 Magical ATK 381 | Luck 2
HP 51379 Physical DEF 372 Martial DEF 452 | Rage 2 | Drops: 4 Stun
Attributes: Fire Water Earth Wind Thunder Light All status | Decay Numbness Fear | Drop —
Affinity: 100 100 100 50 100 100 | Poison | Can be stolen
異常 0 0 0 0 50

Big Bat

Illustrated Guide No. 34 Main Appearance Location: Regnum Stalactite Cave P.161

LV.7 Physical Attack 39 Magic Attack 36 Luck 2 Steel Body Experience 89 | Gald 143 | AP 1
Magic Attack 36 Luck 2 Steel Body Experience 89
HP 763 Physical Defense 60 Martial Defense 42 Rage 17 Stun 100 Drop? | Experience 89 | Normal
Rage 17 Stun 100 Drop? | Rare
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poisoned Weakness, Paralysis, Fear, Petrify Drops: Monster Claw
Resistance/Values 100 100 100 100 100 125 75 100 100 100 100 100 3
異常 100 100 100 100 100 3 | 盗め

Big Bat (Coliseum)

Bestiary — | Main appearance locations: Arena, Beginner Single Battle P.287

LV.18 Physical Attack 41 Magic Attack 38 Luck 0, Steel Body — | Experience — | — | AP —
HP 699 Physical Defense 62 Magic Defense 44 | Gald
Elements: Fire Water Earth Wind Lightning Light Dark | Rage 16, Stun 100, Fatt — | —
Attributes: 100 100 100 100 100 125 75 | Status | Poison, Decay, Paralysis, Fear, Petrify, Drops —
異常 100 100 100 100 100 3 | 盗め

Fire Soul

Fire Bestiary 67 | Main Appearance Location: Kelm Volcano P.180

LV. 27 Physical Attack 28 Magical Attack 64 | Luck 0 Iron Body — | Experience 147 Gald 306 | AP 1
HP 998 Physical Defense 137 Magical Defense 368 | 怒り 10 Spirit 絶 100 Drop すべて対象外 | Super Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Petrify Paralysis Fear Stone | Drops —
Affinity 50 150 100 100 100 100 100 100 100 100 100 50 50 Absorb | —
異常

7 Zizi Gate (Arena)

Fire Illustrated Encyclopedia | Main appearance locations: Arena, Single Battle (Intermediate) P.287

LV. 30 | Physical Attack 31 | Magical Attack 80 | Luck 2 Steel Body — | Experience Points — | Gald — | AP —
HP 1094 | Physical Defense 151 | Magical Defense 406 | 怒り 10 Stun 100 Drop 2 | —
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Petrify Paralysis Fear Stone | Drop —
Affinity 50 150 100 100 100 100 100 100 100 100 100 100 | 異常 | 盗める —

Fungus

Bestiary 17 | Main appearing location Naoce Base P.155

LV.	12	Physical Attack 91	Magic Attack 27	Luck 0	Steel Body —	Experience Points 62	Gald 121	AP 1
HP	2463	Physical Defense 27	Magic Defense 11	Rage 1	1 Ki/Spirit Color 100 Drop とす	イネイ: Bokuji (朴ノ)		Rare

Attribute: Fire Water Earth Wind Thunder Light Dark; Status: Poison, Decay, Paralysis, Fear, Petrification — Drop —
Nature/Type 125 75 75 100 100 100 100 異常 100 100 100 100 100 盗める —

7 Zō (Arena)

Bestiary — | Main spawn locations: Arena, Party Battle Beginner P.290

LV.	18 Physical Attack 144 Magic Attack 60 Luck 0 Toughness —	Experience Points	Gald —	AP —
HP	0	Drop —		
	HP 5736 Physical Defense 37 Magic Defense 15 Rage 1 Ki Loss 56	Drop —		

Fire Water Earth Wind Thunder Light Dark; Status: Poison, Decay, Paralysis, Fear, Petrification
Element 125 75 75 100 100 100 100 100 100 100 100 異常 盗める —

ブーベ

Earth; Bestiary 187; Main save spawn locations: Underground Tomb 2nd floor P.297

LV.75 Physical Attack 920 Magic Attack 18 — Luck 0 Steel Body 100 Experience 1191 — Gald 921 — AP 3
HP 16626 Physical Defense 560 Magic Defense 370 — Rage 2 Ki Loss 40 Drop — とす
Attributes: Fire Water Earth Wind Thunder Light Dark; Status — Weaknesses Paralysis Confusion Fear Petrify
Nature/Type 100 100 50 150 100 100 100 Poison Drop —
異常 100 100 100 100 50 盗める ライフボトル 10%

Fake

Illustrated Guide 28 Main Appearance Location: Naos Base P.155

LV.	13	Physical Attack 94 Magic Attack 45 Luck —	1 Steel Body 20 Experience 360 Gald 720	AP 3
HP	4536	Physical Defense 77 Magic Defense 40 怒り	8 Stun 67 Drops —	

Element: Fire Water Earth Wind 雷 Light Darkness Status: Poison Paralysis Fear Petrify Drops —
Nature 100 100 100 100 100 100 100 異常 100 100 100 100 100 盗める —

Brown Bear

Illustrated Guide 61 Main Appearance Location: Calyps Mine P.174

LV.	26 Magic Attack 14 Physical Attack 349	Luck 2 Bronze Body 50 Experience 230 Gald 260	AP 1
HP	3641 Physical Defense 133 Magic Defense 40	Rage 3 Stun 100 Drop Rate 500,000,000 (approx.)	Rare

Gender 属 Fire Water Earth Wind Thunder Light Dark Status Poison — Deterioration Paralysis Fear Petrify Drop: Formalhaut Super Rare
100 100 75 125 100 100 100 100 100 100 100 異常 盗める サーモン 30%

757-pia

Index 88 Main Appearance Location: Galpos Orchard P.196

LV.	34	Physical Attack 116 Magic Attack 124	Luck 2 Iron Body —	Experience 210 Gald 451	AP 1
HP	3209	Physical Defense 87 Magic Defense 128	Rage 1 Morale 100 Drop Rate 700,000,000 (approx.)		Normal

Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison Deterioration Paralysis Fear Petrify Drop: Strawberry Normal
Nature 125 100 100 100 100 100 100 100 100 50 100 異常 盗める 30%

Prium

Index 21 Main Appearance Location: Forest of Sorrow P.152

LV.	10 Physical Attack 74 Magic Attack 24	Luck —	2 Iron Body — "Experience Points 60 Gald —	AP 2
HP	597 Physical Defense 59 Magic Defense 24	怒り	1 Incapacitate 100 Drop: ヌクタ多ル矢 ：	Normal

Attribute Fire Water Earth Wind Lightning Light/Dark Status: Poison — Weakness Paralysis Fear Petrify Drops Apple Gummi Rare
Resistance 100 100 100 100 100 100 100 異常 50 100 100 100 100 3 盗める —

7 yuan 1 yuan

Pokedex 183 Main Appearance Location: Unknown Hall Floor 1 P.296

LV.	Physical Attack 71 Magic Attack 907	Luck 1	Steel Body Level 80 Experience 687 Gald 748	AP 6
HP	19964 Physical Defense 363 Magic Defense 126	怒り 3	Incapacitate 42 Drop: Mochi-Mochin Powder	Normal

Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drop: Pine Gummy Rare
Rates 125 75 75 100 100 100 100 100 100 100 100 100 異常 盗める —

Frost Giant

Water Bestiary No. 128 Main Appearance Location: Garden of Awaiting Gods P.216

Lv. 4747 Physical Attack 335 Magic Attack 21 — Luck 0 Steel Body 60 Experience 820 Gald 1544 — AP 3
HP 9830 Physical Defense 319 Magic Defense 106 — 怒り 1 Stun 40 Drops: Three-character person Rare

属 Fire Water Earth Wind Thunder Light Dark Status Poison Petrify Paralysis Fear Stone Sleep とす —
Affinity 150 50 100 100 100 100 100 100 100 100 100 50 異常 盗める 塩 30%

Frost Giant (Arena)

Water Bestiary — | Main Appearance Locations: Arena Party Battle (Advanced) P.291

Lv. 52 Physical Attack 813 Magic Attack 23 Luck 0 — Steel Body 90 Experience — Gald — AP —
HP 10395 Physical Defense 349 Magic Defense 118 — 怒り 4 Stun 19 Drops — —

Element: Fire Water Earth Wind Thunder Light Dark Status: Poison Petrify Paralysis Fear Stone Drop —
弱 150 50 100 100 100 100 100 異常 100 100 100 100 50 Stealable —

Beatede Anshan

Light Bestiary No. 215 Main Appearance Location: Tower 6th Floor (???) P.330

Lv. 100 Physical Attack 2592 Magic Attack 188 Luck 2 Steel Body 360 Experience 128,320 10,000 Gald 45,000 AP 180
HP 487,904 Physical Defense 404 Magic Defense 3351 Stun 3 Drops: Guaranteed Risky Ring — Luck 2 Steel Body 360 Experience 128,320 10,000 Gald 45,000 AP 180
怒り 1 Stun 3 Drops: Guaranteed Risky Ring Guaranteed

Element: Fire Water Earth Wind Thunder Light Dark Status: Poison Petrify Paralysis Fear Stone Drop —
1100 100 125 100 5075 125 Abnormal 00 0 0 Stealable 0 —

Beck

Bestiary 180 | Main appearance Location: Lucania yi weng once, Floor 1 P.296

LV.	71	Physical Attack 1015 Magic Attack 45	Luck 0	Bronze Body —	Experience Points 790	Gald 1221	AP 3
HP	10694	Physical Defense 307 Magic Defense 218	Rage 2	Deadness 93	Drops: Lemon Gummy		Rare

Attribute: Fire Water Earth Wind Thunder Light Dark; Status: Poison, Decay, Paralysis, Fear, Petrification — Drop Monster Feather Rare
Attributes 125 100 100 75 100 100 100 Abnormal 100 100 100 100 100 Thief める ムータメ 30%

ベヒーモス

Bestiary 157 Main Appearance Location: Heavenly Realm Heritage Chapter" P.275

LV.60 Physical Attack 583	Magic Attack 55	Luck	0 Steel Body 240 Experience	6946	Strength Reduction Gald	AP	9
HP 163772 Physical Defense 233 Magical Defense 193			Rage 2 Charm 5 Drops		—		
Attributes Fire Water Earth Wind Thunder Light Dark Status		毒	Decay Paralysis Fear Petrify Drops		—		
Affinity 100 100 75 125 100 125 75	Status Abnormalities	0	0 Can be stolen 0		—		

Hebi Hebi

Bestiary 107 Main appearance location: Near the commercial city Mi[illegible]to P.139

LV. 39	Physical Attack 157	Magic Attack	Luck	1 Steel Body	—	Experience: 269 Gald: 733		AP	3
HP 3531	Physical Defense 148	Magical Defense	怒り	3 Faint 100 Drop Size		ボイス Paku			Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status			Decay Paralysis Fear Petrify			Drops: Monster Scale			Normal
Affinity 100 75 75 125 125 100 100 Abnormal	Poison	0	100 100 100 100	盗む	3 75				30%

Hellhound

Dark Bestiary 111 Main appearance location: Lemures Marsh P.206

LV.41 Phys ATK 236 Tech ATK 55		Luck 1 Iron Body	—	Experience 3821 Gald		526	AP	3
HP 3978 Phys DEF 171 Tech DEF 66		Rage 3 Faint 82		Drops: Monster Pelt				Rare
Element: Fire Water Earth Wind Lightning Light Dark Status		Decay Paralysis Fear Poison		Drops		—		
Resistances: 100 100 100 100 100 150 50	異常	100 100 100 50 100	Petrify	盗める	ビーフ			30%

Population (1)

Bestiary 39 Main appearance location: Regnum Stalactite Cave P.162

LV.19 Physical Attack 77 Magic Attack 18 Luck 1 Steel Body 1 Experience 1550 Gald 221							AP	8
HP 9357 Physical Defense 55 Magic Defense 221 Stun 60 Drops		怒り				—		
			1 Stun 60 Drops			—		
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drop						—		
性	100 100 100 100 100 100 100 100 100 100 100 100	異常		盗める		—		

Waguchi (2)

Bestiary 101 Main Appearance Location Galpos Jungle P.201

LV. 37	Physical Attack 108	Magic Attack 32	Luck 1 Bronze Body 20 Experience 2250 Gald			540	AP	10
HP 25708 Physical Defense 102 Magic Defense 39			1 Rage 1 Stun 44 Drops		—			
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drop					—			
Gender 100 100 100 100 100 100 100	異常	100 100 100 100 100 3		盗む	—			

Population (Colosseum)

Bestiary — Main Appearance Location Colosseum Extra Battle P.292

LV.		Luck 1 Bronze Body 60 Experience Gald				—	AP	—
69 Physical Attack 323 Magic Attack 59		Bronze Body 60 Experience Gald			—	Gald		
HP 50775 Physical Defense 188 Magic Defense 113		Rage 1 Stun 8 Drops			—			
Attributes Fire Water Earth Wind Thunder Light Dark Status		Poison Weakness Paralysis Fear Petrify Drop			—			
性 100 100 100 100 100 100 100	異常	100 100 100 100 100		盗める	—			

Boar

Bestiary 47 Main Appearance Location Near the Eastern Country Ashihara P.139A

LV.21 Physical Attack 191 Magic Attack 27		Luck	1 Steel Body 1 Experience 139 Gald 192				AP	1
HP 2419 Physical Defense 55 Magic Defense 20		怒り	10 Stun 100 Drop Seven-Inch Ask for one					Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify				Drops		—		
性 100 100 100 100 100 100 100 100 100 100 100 100	異常			盗める		—		

Quest (Arena)

Bestiary — Main Locations Appearing: Arena Party Battle - Intermediate P.290

LV. 30	Physical Attack 209 Magic Attack 37	Luck	0 Steel Body 1 Experience		—	Gald	—	AP	—
HP 3283 Physical Defense 124	Magic Defense 92	怒り	9 Faint 100 Drop Size		—				
Element Fire Water Earth Wind Thunder Light Dark Status: Poison Weakness Paralysis Phone Stone				Drops		—			
100 100 100 100 100 100 100	異常	100 100 100 100 100 3		盗む		—			

オ Ikku (transcription uncertain)

Bestiary 24 Main Location: Naos Base P.155

LV.12 Physical Attack 53 Magic Attack 4 HP 392 Phys		Luck	1	Steel Body		Experience 87 Gald 89		AP	2
ical Defense 158 Magic Defense 33 Stun 100 Fall Seven Inches		怒り	ワタクルシ	Stun 100 Fall Seven Inches		スタクルシ Fir			Normal
属				e Water Earth Wind Thunder Light Dark					
Status Poison Weakness Paralysis Fear Stone Drop						める —			

オ One Evening 弦 (Arena)

Bestiary — Main Appearance Locations Arena Party Battle Beginner P.290

LV.18 Physical Attack 144 Magic Attack 11 Luck			1	Bronze Body		Experience			
HP 592 Physical Defense 292 Magic Defense 91		怒り	1	Stun 67 Fall Seven Inches		—	Gald	—	AP	—
Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Stone						Drop				
Element Attribute 100 100 100 100 125 100 100 Abnormal 0 0 100 0 100						盗める —				

Bonehead

Dark Bestiary 114 Main Appearance Location: Remures Marsh P.206

LV. 41	Physical Attack 62 Magic Attack 52 Luck		0 Steel Body 20 EXP 367			Gald 682	AP	4
HP 1808	Physical Defense 465 Magic Defense 102	怒り	4 Stun 67 Drops: Radish					Normal
属 Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Stone					Drops: Pine Gummy			Rare
性 100 100 100 100 100 150 50	異常 100 100 100 50 100		盗む 3 LEVEL					10%

Quest One ツヘト (Arena)

Dark Bestiary— Main Appearance Locations: Arena Advanced Party P.291

LV. 51	Physical ATK 150 Magic ATK 115	Luck 2 Bronze Body 20 EXP Gald				—	AP	—
HP 2208	Physical DEF 570 Magic DEF 124	怒り	4	Stun 54 Drops:		Gald		
Fire Water Earth Wind Thunder Light Void		Status: Poison, Weakness, Paralysis, Fear, Petrify Drops						
Element 100 100 100 100 100 150 50	異常 100 100 100 50 100			盗める		—		

Poltergeist

Bestiary 87 | Main Appearance Location: Sea to the north | P.139

LV.39 Physical ATK 59 Magical ATK 107
HP 1728 Physical DEF 444 Magical DEF 150
Attributes: Fire Water Earth Wind Thunder Light Dark Status
Wind Thunder Light Dark Status
性 100 100 100 100 100 125 75

Luck 0 | Steel Body | 50 EXP | 141 | Gald 233 | AP 1
Rage 6 Morale 100
Weakened Paralysis Fear Petrify
Poison
異常 100 100 100 100 100

Drop: Severnmeh Pokko — Normal
Drop: Dark Bottle — Rare
盗める —

Appears at: Kyuuji Kuichihō (Arena)

Bestiary — | Main appearance locations: Arena, Advanced Party Battles | P.291

LV.52 Physical ATK 152 Magical ATK 110 Luck 2 Steel Body 20
HP 2248 Physical DEF 582 Magical DEF 262 Rage 4 Morale 54
262 Rage 4 Morale 54
Attributes: Fire Water Earth Wind Thunder Light Dark Status Poison Weakened Paralysis Fear Petrify
Resistance 100 100 100 100 100 125 75 Abnormal 100 100 100 100 100 Steal

Experience — | Gald — | AP —
Drop —
Drop —
める —

White Jackal

Bestiary 125 Main Appearance Location Tenos Weapon Factory | P.221

LV. 49 | Physical Attack 277 Magic Attack 65
HP Magic Defense 264 Physical Defense 202
Attributes Fire Water Earth Wind Thunder Light Dark Status
Nature 125 100 100 100 100 100 100

Luck 1 Steel Body — | 934 | AP 3
Rage 2 Stun 75 Drops Chicken
Poison Weakness Paralysis Fear Petrify Drops Monster Fur
異常 100 100 100 100 3-

Experience 395 Gald — Normal
Rare
盗め

Qiú

Bestiary 35 Main Appearance Location Regnum Stalactite Cave | P.161

LV.17 Physical Attack 78 Magic Attack 50 Luck 2 Steel Body Experience 72 Gald 207
17 Magic Attack 50 Luck 2 Steel Body Experience 72 Gald 207
HP 1187 Physical Defense 56 Magic Defense 531 Spirit 100 Drop 七寸 Sofa
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drops Monster Scale
Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drops Monster Scale
Nature 10050 100 100 125 125 100 Abnormal 100 100 100 100 100 Steal

怒り — 絶 — | Experience 72 Gald 207 | AP 1
オレン — Rare
Rare
める —

Maggot

Pokedex 112 Main appearance location: Remlance Plains | P.206

LV. 41 | Physical Attack 82 Magic Attack 28 Luck
HP 8535 | Physical Defense 62 Magic Defense 155
House | Fire | Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drops Fear Bottle
Nature 125 100 100 100 100 150 50

2 Steel Body — | Experience 358 Gald 1108 AP 1
怒り 1 Stun 100 Drop: Ni — タ — Normal
異常 100 100 100 0 100 Thie — Normal
める —

Macchia

Hu Pokedex 72 Main appearance location: Rift of the Otherworld — Nigel | P.182

LV.29 | Physical Attack 121 Magic Attack 99
HP2489 | Physical Defense 147 Magic Defense 122
Attributes: Fire Water Earth Wind | 雷 | Light Status
Nature 100 100 100 100 100 125 75

Luck 1 Steel Body
Rage 6 Stun 100 Drop: Fushinopaku
Deterioration Paralysis Fear
Poison
異常 100 100 100 100 100

Experience 199 Gald 209 | AP 2
ポ — Rare
Stone Drops: Orange Gummy — Rare
盗める マジックロ- 7 — 2%

マッキア・ウーノ

Dark Bestiary 188 Main Appearance Location: Bùnèi bā yī wēng (lower) 2nd Level | P.297

LV.75 Physical Attack 467 Magic Attack 58
HP 8990 Physical Defense 386 Magic Defense 373
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Paralysis Petrify Fear
Stats 100 100 100 100 100 125 75 100 100 100 100 100
異常

Luck 1 Copper Body — | EXP 895 Gald 1404 | AP 3
怒り 3 KO 100 Rakushitchin Pa- — Rare
Drops: Mix Gummy — Rare
盗め 3 —

Macchia Venti

Dark Bestiary 209 — Location of appearance: Floor 5 | P.300

LV. 90
HP 18006 Physical ATK 1516 Magic ATK 105
Physical DEF 485 Magic DEF 355
Fire Water Earth Wind Thunder Light Dark Status
Element 100 100 100 100 100 125 75

Luck 0 Stamina 80 Experience 3780 Gald 1104 | AP 3
Anger 2 Stun 58
Decay Paralysis
Poison
異常 100 100 100 100 100

Drop —
Drop —
盗める —

Macchia Quindi

Dark Encyclopedia — | P.278

LV. 60 Physical Attack 350 Magic Attack 396
HP 39151 Physical Defense 296 Magic Defense 300
Fire Water Earth Wind Thunder Light Dark
Element 100 100 100 100 100 125 75

153 Main Appearance Location E "Merchant's Road"
Luck 2 Bronze Body 160 Experience 1065 Gald 2048 | AP 3
Anger 9 Spirit/Charm 9 Drops
Status Poison Decay Paralysis Fear Petrify Drop
異常 100 100 100 100 100

—
—
盗める —

Ke Niu Zi · One-Fraction Worker

Cabinet/Bestiary 73 Main Appearance Location: Dimensional Rift — Nigel | P.183

LV. Physical Attack 31 Skill Attack 253 Magic Attack 154
HP 48576 Physical Defense 174 Magic Defense 168
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Paralysis Confusion Fear Petrify
性 100 100 100 100 100 125 750 0 0
異常 0

Luck 0 Copper Body 130 Experience 9878 Soul Drop 2380 | AP 81
Rage 2 Stun 7 Drops
Drop
Can be stolen —

Macchia Grande

Viewed Bestiary 202 Main Appearance Location: 1st to 4th Floor | P.299

LV. 84 | Physical Attack 1412 Skill Attack 92
HP 16046 Physical Defense 485 Magical Defense 333
Attributes: Fire Water Earth Wind Lightning Light Darkness Status: Poison Weakness Paralysis Fear Petrify Drops
Affinity: 100 75 100 100 100 125 75 Abnormal: 100 100 100 100 100 Steals

Luck 1 Copper Body — | 60 Experience 3119 | Gald 1154 | AP 2
怒り 2 Faint 57 Drops —
10%

Makkia Quattro

Index Entry | 130 | >> P.275

154 Main Appearance Location: "入れ違様?"
Luck 1 Copper 80 Experience 983 | Strength 1998 AP 2
Rage 3 Faint 9 Drops —
Fire Water Earth Wind Lightning Light Darkness Status: Poison Weakness Paralysis Fear Petrify Drops
Element 100 100 100 100 100 125 75 異常 100 100 100 100 100 盗める —

Macchia Quaranta

闇 Pokedex 155 Main Appearance Location: Distribution Floor 1 Tomb Beneath the Human" P.272

LV.60 Physical Attack 598 Magic Attack 125 Luck 0 Steel Body 80 経験値 14.75 million ド 2145 AP 4
HP 61630 Physical Defense 311 Magic Defense 187 Rage 2 Stun 5 Drops —
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify Drops
Poison Decay Paralysis Fear Petrify Drops —
1100 100 100 100 100 125 75 100 100 100 100 100 3 異常 盗む —

▽Cow ﾌｫｾ One

Interval Encyclopedia 156 Main spawning location: "Hidden Power" P.280

LV. 61 Physical Attack 139 Magic Attack 88 Luck 1 Copper body Experience
HP 4690 Physical Defense 311 Magic Defense 202 Experience 1025 Gald 1838 AP 2
Affinities: Fire Water Earth Wind Lightning Light Dark Status Rage 1 Stun 90 Drops —
Nature: 100 100 100 100 100 125 75 Poison Paralysis Sleep Fear Petrify Drops —
異常 100 100 100 100 100 盗める —

Macchia Cinque

Darkness Bestiary 196 Main appearance locations: ?第3階層 P.298

LV. 79 Physical Attack 514 Magic Attack 110 Luck 2 Steel Body Experience 1350 Gald 1020
HP 11058 Magic Defense 395 Physical Defense 395 Experience 1350 Gald 1020 AP 5
Affinities: Fire Water Earth Wind Lightning Light Dark Status Rage 1 Stun 94 Drops: ? Rare
Nature 75 100 100 100 100 125 75 Poison, Decay, Paralysis, Fear, Petrify Drops: Panacea Bottle Super Rare
異常 100 100 100 100 100 盗める —

zzz-Construction One Thousand

Enma Bestiary 208 Main appearance locations: ?第5階層 P.300

LV.90 Physical Attack 564 Magic Attack 304 Luck 2 Steel Body —
HP 11338 Physical Defense 437 Magic Defense 491 怒り 1 Stun 100 Drops: ? Experience 3323 Gald 1258 AP 2
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify Drops —
Resistance 100 100 100 100 100 125 75 100 100 100 100 100 異常 盗める —

Maccia Delroy

Water Bestiary 203 Main appearance locations: ?第4階層 > P.299

LV.85 Physical Attack 1538 Magic Attack 439 Luck 1 Steel Body 420 Experience 83460 Gald 35000 AP 140
HP 296552 TP 155508 Magic Defense 490 Rage 1 Stun 3 Drops: Feet Symbol (guaranteed)
Attributes: Fire Water Earth Wind Thunder Light Dark Status Magic Defense 490 Poison, Decay, Paralysis, Fear, Petrify Drops —
100 75 100 100 125 125 75 異常 0 0 0 00 Can steal —

マッキア・ドゥーエ

闇 Bestiary217 Main female appearance location: ?階 P.302

LV. 109 Physical Attack 1460 Magic Attack 153 Luck 0 Steel Body Experience 71,030,000 Gald 1,071
HP 16790 Physical Defense 521 Magic Defense 600 Rage 2 Faint 68 Drops: Cure Bottle Experience 71,030,000 Gald 1,071 AP 3 Rare
Attributes: Fire Water Earth Wind Thunder Light Darkness Status 68 Drops: Cure Bottle Super Rare
性 100 100 100 100 100 125 75 異常 Poison, Weakness, Paralysis, Fear, Petrify Drops: Las Argul
100 100 100 100 1003 盗む —

Makkia Tore

Darkness Bestiary 224 Main appearance location: Floor 3 of Area 381 P.303

LV. 120 Physical Attack 1245 Magic Attack Luck 1 Steel Body Experience 7,406
HP 18,063 Physical Defense 524 Magic Defense 629 Rage 2 Faint 67 Drops: Panacea Bottle Man'ērka 1142 AP 3 Rare
Attributes: Fire Water Earth Wind Thunder Light Darkness Experience
性 100 100 100 100 100 125 75 Status: Poison, Weakness, Paralysis, Fear, Petrify Drops
異常 100 100 100 100 100 盗める —

Makkia Torenta

Darkness Bestiary 225 Main appearance location: Floor 8 of Area 381 P.303

LV.120 Physical Attack 2592 Magic Attack 113 Luck 0 Steel Body 80 Experience 7,757 Gald 1,365 AP 3
HP 24,118 Physical Defense 705 Magic Defense 472 Rage 1 Faint 37 Drops: Necronomicon Super Rare
Attributes: Fire Water Earth Wind Light Darkness Status: Poison, Weakness, Paralysis, Fear, Petrify Drops: Amber Crystal Super Rare
性 100 100 100 100 100 125 75 Light Darkness Status: Poison, Weakness, Paralysis, Fear, Petrify Drops: Amber Crystal
異常 100 100 100 100 100 盗める —

マッキア・マーゴ

闇 Pokedex 184 Main appearance locations: ?4-1 8-1-1 first basement P.296

LV.71 Physical ATK 435 Magic ATK 144 Luck 2 Steel Body 30 EXP 705 Gald 1130 AP 3
HP 10266 Physical DEF 440 Magic DEF 377 Rage 1 Faint 67 Drop: Seven-inch something (text unclear) Super Rare
Elements Fire Water Earth Wind Thunder Light Dark Status Decay Paralysis Fear Petrify 毒 Decay Paralysis Fear Petrify Drops —
Resistance 100 100 100 100 100 125 75 100 100 100 100 100 異常 盗める —

Mad Undead

Dark Pokedex 115 Main appearance location: Sou Marsh P.210

LV.42 Physical ATK 189 Magic ATK 314 Luck 1 Steel Body 120 EXP 23707 Gald 11430 AP 92
LV.42 Physical ATK 189 Magic ATK 314 Luck 1 Steel Body 120 EXP 23707 Gald 11430 AP 92
HP 54024 Physical DEF 312 Magic DEF 284 Rage 2 Faint 16 Drop: Seven-inch Luck 1 Steel Body 120 EXP 23707 Gald 11430 AP 92
Elements Fire Water Earth Wind Thunder Light Dark Status Poison Decay Paralysis Fear Petrify Drops —
Resistance 125 100 100 100 100 100 125 75 100 0 0 0 0 0 Can be stolen 異常 0 0 0 0 0 Can be stolen —

Matthias

Pokedex 177 Main appearance location: Tower of Dawn P.255

LV.65 Physical ATK 571 Magic ATK 127 Luck 0 Steel Body 260 Experience Points — Gald — AP —
HP 222567 Physical DEF 15[illegible] Physical? 220 Magic DEF 195 Anger 1 Faint 7 Drops —
Elements Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify Drops —
性 100 100 100 100 100 100 100 異常 0 0 0 Stealable 0 —

Matthius Wenus

Bestiary 178 Main appearance location: Tower of Dawn P.255

LV. 66 Physical Atk 542 Magical Atk 198 HP 129392 1 Luck 1 Steel Body 60 EXP — Gald — AP —
55-244 Magical Def 305 Affinities Fire Water Earth Wind Lightning Light Status Resistance 100 100 100 100 100 100 100 怒り 1 Faint 6 Drop —
毒 Paralysis, Fear, Petrify Drop —
異常 0 0 0 0 Stealable 0 —

マミー

闇 | Bestiary 52 | Main Appearance Location: Ashihara Royal Tomb ▶P.169

LV.	22	Physical Attack 90	Magic Attack 8	Luck	2	Steel Body	—	Experience Points 125	Gald 218	AP	1
HP	2830	Physical Defense 52	Magic Defense 36	怒り	1	KO 100 Drops: 落ナターク朴ル					Rare
Attributes: Fire Water Earth Wind Light Dark				Weaken Paralysis Fear Petrify Drop							—
Values: 125 100 75 100 100 125 75			Status: Poison	Status abnormalities 100 50 100 100 100 100				盗める	Steal		30%

▽31 (Arena)

Bestiary — | Main appearance location: Colosseum Single Battle Intermediate P.287

LV.	30	Physical Attack 118	Magic Attack 13	Luck	0	Steel Body	—	Experience Points	Gald	—	AP —
HP 3694	Physical Defense 70	Magic Defense 46	怒り	1	Knockout 100	Drop Seven Inches					
Attributes: Fire Water Earth Wind Lightning Light Darkness			Status: Poison Weakness Paralysis Fear Petrify								—
Stats: 125 100 75 100 100 125 75				異常	100 50 100 100 100			盗める	—		

Minure

Bestiary 200 Main Appearance Location: Floor 8スク Floor 4 ▶P.299

LV.	84	Physical Attack 1072	Magic Attack 86	Luck 0	Steel Body 80	Experience 2117		Gald 1861		AP	2
HP 10304	Physical Defense 761	Magic Defense 450	Rage 2	Stun 56	Drop Seven Inches			イカ			Normal
Attributes: Fire Water Earth Wind 雷 Light Darkness Status			Weakness Paralysis Fear Petrify								
Stats: 100 100 100 100 125 100 100			Poison	Drop: Mixed Gummy							Rare
			異常	100	100	100	100	100	盗める	3 IE	30%

Mimesis (ミメシス)

Pokedex 186 Main Appearance Locations: Rooms 3-81 (approx.) Second floor ▶P.297

LV.	75	Physical Atk 544	Magic Atk 68	Luck 1	Steel Body \"Experience Points			925 Gald 583		AP	5
HP 26108	Physical Def 156	Magic Def 125	Rage 1	Faint 90	Drops Mushroom						Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status			Poison Weakness Paralysis Fear Stone			Drops Cure Bottle					Rare
Resistances 100 100 50 150 100 100 100			異常	100	100	100	100	Stealable Mushroom			30%

Mira

Bestiary — | Main Appearance Locations Arena Single Battle Special P.288

LV.76	Luck 2	Physical Atk 670	Magic Atk 237	Steel Body 40	Experience Points —			Gald	—	AP	—
HP 57060	Rage 2	Faint	Physical Def 356	Magic Def 320	7	Drop	—				
属	Fire Water Earth Wind Thunder Light Dark Status				Stone	Drop	—				
Resistances 75 75 75 75 75 75 Abnormal 0 0 0 0					0	Can be stolen	—				

Mesaje de Ciel

Pokedex 221 | Main appearance location: Hall 81, Section B, Basement Level 7 P.302

LV.110	Magic Attack 393	Physical Attack 2718		Luck	2	Bronze Body		210 Experience 151,970 Money drop 50,000		AP	200
	110 Magic Attack 393			怒り	1	Unconscious	4	Drops Demon Ring			Confirmed
HP 554842	Physical Defense 363	Magic Defense 322		Magic Defense 322							
Element Fire Water Earth Wind Thunder Light Dark Status				Weakness Paralysis Fear Petrify				Drops —			
性	100	100	100	100	100	100	100	異常	0	0	0	0	0	Can be stolen —			

Melting Pot

Bestiary 51 | Main Appearance Location Ashihara Royal Tomb ▶P.169

LV.22	Physical Attack 24		Magic Attack 83	Luck	2	Steel Body	—	Experience 129 Gald 303		AP	—
HP 4192	Physical Defense 35	Magic Defense 35		怒り	1	Knockout 100		Drop: Seven-inch fall 7 One Puer			Normal
Element Fire Water Earth Wind Thunder Light Dark Status Poison Weakness Paralysis Fear Petrify								Drops: Diné Bottle			Rare
Values 125 75 75 100 100 100 100 100 0				異常				100	100	100	盗める —

Melting Pot (Arena)

Bestiary — | Main Appearance Location: Arena Single Battle Intermediate P.287

LV.	30	Physical Attack 31	Magical Attack 92	Luck	1	Steel Body	—	"Experience" —	Gald	—	AP —
HP	5472	Physical Defense 46	Magical Defense 93	怒り	1	Stun 100	Instant Kill	—			
Fire Water Earth Wind Thunder Light Dark Status; Poison Weakness Paralysis Confusion Petrify Drop								—			
Affinity 125 75 75 100 100 100 100 100 0 0 100 100 100 3				異常				盗める	—		

Morsodei Mortality

Illustrated Guide 191 | Main Appearance Location: Triverse Gate 2nd Level> P.297

LV.	76	Physical Attack 1296	Magical Attack 540	Luck 0	Steel Body 360	Experience 55,180	Gald 25,000	AP 100			
HP	303833	Physical Defense 360	Magical Defense 360	Rage 1	Faint 4	Drops: Black Onyx					Confirmed
Attribute Fire Water Earth Wind Lightning Light Dark Status				Poisoned, Weakening, Paralysis, Panic, Stone Drop							
Nature 100 100 50 125 100 100 100 Abnormal				0	0	0	0	0	Can be stolen		

Monstrul

Bestiary 70 Main Appearance Location: Rift of Another World — Nigel P.182

LV.30	Physical Attack 198	Magic Attack 212		Luck		Steel Body 80	Experience 288	Gald 378		AP	1
HP 3557	Physical Defense 151	Magic Defense 68	Rage 3			Faint 100	Drops: たす				Rare
Attributes: Fire Water Earth Wind Thunder Light Dark Statuses: Poison, Weakening, Paralysis, Panic, Stone Drop								Gettenshi			Super Rare
Resistance 100 100 125 100 75 100 100 Abnormal 100 100 100 100 100 Steal								める	(uncertain characters)		30%

Bōkun

Bestiary 45 Main Appearance Location | Shopkeeper's Mansion ▶P.165

LV.	20	Physical Attack 107	Magic Attack 10	Luck	2	Steel Body 20	Experience 4,760	Gald 2,010		AP	66
HP 4646	Physical Defense 101	Magic Defense 70	怒り	4	Faint 82	Drops:	—				
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison, Weakening, Paralysis, Panic, Stone Drop											
性	100	100	100	100	100	100	100	異常	0	0	0	0	0	Can be stolen: Orange Gummy			30%

ラーヴァゴーレム

Fire Illustrated 65 Main Appearance Locations: Kelum Volcano ▶P.180

LV.27	Physical Attack 257	Magic Attack 13	Luck 2	Steel Body 40	Experience 194		Gald	98	AP	3
HP 2995	Physical Defense 189	Magic Defense 1013	Faint 97				Drops: Lemon Gummy			Super Rare
Attributes: Fire Water Earth Wind Thunder Light Dark Statuses: Poison, Weakening, Paralysis, Panic, Stone			怒り				Drops: Desert Berial			Super Rare
Resistance 50 150 75 100 100 100 100 100 100 100 50			異常				盗める	—		

Enemy ???-Evening Tree ラー

Ichiga Lmu (Arena)

Fire Illustrated Encyclopedia Appearance Location: Arena Single Battle Intermediate P.287

LV.30 Luck 0 Bronze Body 40 Physical Attack 283 Magic Attack 14
HP 32831393 Stun 39 Physical Defense 209 Magic Defense
Elements: Fire Water Earth Wind Light Dark; Status: Poison Weakness Paralysis Fear Petrify
Strength 50 150 75 100 100 100 100 100 100 100 100 50
50 150 75 100 100 100 100 100 100 100 100 50

怒り 3 Stun 39
番 Light Dark; Status: Poison Weakness Paralysis Fear Petrify
異常

Experience Points — Gald — AP —
Drop —
Drop —
Can be stolen

ライアー

Illustrated Guide 63 Main Appearance Location: Calypso Mine P.174

LV.26 Physical Atk 271 Magic Atk 169 Luck
HP 8456 Physical Def 143 Magic Def 136
Element: Fire Water Earth Wind Thunder Light Dark Status: Poison Paralyze Sleep Fear Petrify
Nature: 100 100 100 100 100 100 100 100 100 100 100 100

1 Bronze Body 80 EXP
怒り 7
異常

485 Gald 920 AP 4
Unconsciousness 40 Drops —
Drops —
盗む 3 —

Light Soul

Light Bestiary 143 Main Appearance Location Sky Castle P.230

LV.56 Physical Atk 25 Magic Atk 95
HP 3952 Physical Def 272 Magic Def 732
Element: Fire Water Earth Wind Thunder Light Dark Status:
性 100 100 100 100 100 50 150

Luck 2 Bronze Body —
Anger 4 Mood 100
Poison Paralyze Sleep 恐 Petrify
異常 100 100 100 100 100 50

Experience 578 Gald 1172 AP 2
Drop Point 5 Servant スマート Super Rare
Drops —
Can Steal —

Rhinossus

Pocketpedia No. 109 Main Appearance Area: Near the commercial city Mamoot P.139

LV.39 Physical Attack 323 Technical Attack 23 Luck
HP 5295 Physical Defense 96 Technical Defense 36
Fire Water Earth Wind Status Light Dark
100 100 100 100 100 100 100

1 Bronze Body 10 Experience 291 Gald 915
怒り 3 Stun 100 Drop: One
異常 100 100 100 100 100 3-

AP 1
と ヲ Normal
Status: Poison, Weakness, Paralysis, Fear, Petrify Drop: Orange Gummy Rare
盗む

Rhinossus (Arena)

Bestiary — Main appearance location Arena Single Battle Advanced P.288

LV. 51 Physical Attack 513 Technical Attack 30
HP 7299 Physical Defense 124 Technical Defense
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison, Weakness, Paralysis, Fear, Petrify
Nature
100 100 100 100 100 100 100 100 100 100 100 100

Luck 0 Copper Body 4
怒り 10 Stun 75
異常

経験値 — Gald — AP —
Drop —
Drop —
盗めない —

Ratio Ex

Bestiary 7 Main Appearance Locations Reincarnate Research Institute P.145

LV.6 Physical Attack 85 Technical Attack 252
Physical Attack 85 Technical Attack 252
HP 1291 Physical Defense 78 Technical Defense 91
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison, Weakness, Paralysis, Fear, Petrify
1100 100 100 100 100 100 100 100 100 100 100 100

Steel Body
Luck
怒り 2
1 Stun 64
異常

20 Experience 199 Gald 280 AP 10
Drop —
Drop —
盗めない —

Ratio Slone

Bestiary 15 Main Appearance Locations Western Battlefield P.148

LV. 8 Physical ATK 102 Magic ATK 111
HP 1596 Physical DEF 86 Magic DEF 19
Attributes Fire Water Earth Wind Thunder Light Dark
Affinity 100 100 100 100 100 100

Luck 2 Iron Body 30 Experience 275 Gald 640
Rage 1 Stun 100 Drop 七寸 扎沙三
Weaken Paralysis Fear Petrify Drop
Status: Poison
異常 100 100 100 100 100 100

AP 16
Confirmed
盗めない —

Latio Seraph

Bestiary 146 Main Appearance Locations Sky Castle P.230

LV.56 Physical ATK 368 Magic ATK 62 Luck
HP 9522 Physical DEF 209 Magic DEF 140 Stun 66
Attributes Fire Water Earth Wind Thunder Light Dark Status: Poison, Weakness, Paralysis
Affinity 100 100 100 100 100 100 100 100 100 100 50

1 Iron Body —
怒り 7
Status: Poison, Weakness, Paralysis
異常

Experience 910 Gald 1570 AP 3
Drops Lemon Gummy Rare
Drops Azoth Super Rare
盗めない スペクタクルズ 30%

Latio Tetes

Bestiary 14 Main spawn location: Western Battlefield ④ P.148

LV. 8 Physical Atk 90 Magical Atk 72
HP 1422 Physical Def 82 Magical Def 12
Attributes Fire Water Earth Wind Thunder Light Dark
性 100 100 100 100 100 100 100

Luck 2 Steel Body 20 EXP 230 Gald
Rage 1 Mood 100 Drop: Fuda Sofa
異常 100 100 100 100 100 100

520 AP 13
Confirmed
Status: Poison Weakness Paralysis Fear Petrify Drops
盗めない —

Ratio Dunas

Bestiary 13 Main Appearance Location Western Battlefield 3 P.148

LV.7 Physical Atk 93 Magic Atk 39
HP 1345 Physical Def 80 Magic Def 10
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Weak Paralysis Fear Petrify FallOne
性 100 100 100 100 100 100 100100 100 100 100 100 3

Luck
2 Bronze Body 20 Experience 215 Gald 380
Rage 1 Stun 100 Fall Seven すプル三
異常

AP 11
Confirmed
ア
とす
盗む —

Lapan

Light Bestiary 212 Main Appearance Location Lower Tie Eight One Below Thunder P.301

LV. 99 Physical Atk 848 Magic Atk 67
HP 15346 Physical Def 381 Magic Def 191
Elements: Fire Water Earth Wind Lightning Light/Dark; Statuses: Poison, Debuff, Paralysis, Fear, Petrify
Resistances:
100 100 150 100 50 75 125 100 100 100 100 100

Luck 0 Steel Body —
怒り 4 Unconscious 92
異常

Experience 4225 Gald 1236 AP 4
Drops: Kurausoras (Krausoras) Super Rare
Drop: Final Chaceta Super Rare
盗む 3 スペクタクルズ 30%

Rabi Rabi

Bestiary 4 Main appearance location: Regnum P.144

LV.5 Physical Attack 53 Magical Attack 3
HP 386 Physical Defense 28 Magical Defense 7
Elements: Fire Water Earth Wind
aralysis Resistances: 100 100 100 100 100 100 100 100 100 100 100 100

Luck 2 —
怒り 1
雷 Light; 闇atuses: Poison, Debuff, P
異常

Pass
e 29 Gald Unconscious 100 Drops ...
恐

Copper 101 AP —
Body Experienc Rare
盗めない キャベツ 30%

Enemy Level Range 1–5

Dagger Dagger (Arena)

Bestiary — [Main Appearance Locations: Arena Single Battle Beginner] P.287

LV.18 Physical Attack 54 Magical Attack 3 Luck 1 Steel Body — — Gald] — AP —
HP 1565 Physical Defense 53 Magical Defense 17 Rage 3 Stun 100 Drop Point Experience Points —
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Decay Paralysis Fear Petrify Drops —
Gender 100 100 100 100 100 100 100 異常 100 100 100 100 100 盗める —

Living Dead

闇 Bestiary 162 Main Appearance Locations: Pilgrimage of Souls Kaldia P.240

LV. 59 Physical Attack 215 Magic Attack 19 Luck 0 Steel Body — Experience Points 677 Gald 1167 AP 3
HP 13151 Physical Defense 132 Magic Defense 88 Rage 3 Stun 100 Drop Point 7 Decay Paralysis Fear Petrify Drop Point イ7 Rare
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison
Affinities 100 100 75 125 100 125 75 Abnormalities 100 100 100 100 100 Steal Sandstone Cow/Mouth 30%

Living Dead (Arena)

闇 Bestiary — Main spawn locations Arena Party Battle Advanced P.291

Level 52 Physical Attack 509 Magic Attack 7 Luck 0 Bronze Body — Experience — Gald — AP —
HP 11070 Physical Defense 116 Magic Defense 78 Rage 8 Stun 55 Drop —
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Decay Paralysis Fear Petrify Drops
Nature: 100 100 75 125 100 125 75 Abnormal: 100 100 100 100 100 Theft める —

ルー

Light Bestiary 213 Main appearance location: Floor 6 of [illegib P.301

LV. 99 Physical Attack 950 Magic Attack 134 le/place name] Luck 1 Experience 5095 Gald 1485 AP 3
HP 18720 Physical Defense 327 Magic Defense 324 怒り 2 Stun 88 Drop: Monster Fur Rare
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Decay Paralysis Fear Petrify Drop: Evihishvarutsu Super Rare
Nature: 100 100 150 100 50 50 150 100 100 100 100 異常 盗める —

Child Strength (1)

Bestiary — The lord appears 151 ation "Monster Merchant 3" P.278

LV.43 Physical Attack 84 Magic Attack 112 Luck 0 Copper 100 Experience — Gald — AP —
HP 44661 Physical Defense 421 Magic Defense 207 怒り 1 Fainting 3 Drop —
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison decay hemp fear stone Drop —
Nature: 50 100 100 100 100 100 100 異常 0 0 0 0 0 Can be stolen

ル Strength (2)

Bestiary — The lord appears 151 ation "Monster Lu Merchant 3" P.278

LV.53 Physical Attack 99 Magic Attack 126 Luck 1 Steel Body 120 Experience — Gald — AP —
HP 52901 Physical Defense 500 Magic Defense 244 怒り 1 Stun 3 Drops —
Attributes: Fire Water Earth Wind Thunder Light Darkness Status: Poison decay hemp fear stone Drop —
Resistance 50 100 100 100 100 100 0 異常 0 0 0 0 Can be stolen —

Child Strength (3)

Bestiary — Main appearance l ation 5 "Monster, Merchant 3" P.278

LV.81 Physical Attack 146 Magic Attack 253 Luck 1 Steel Body 120 Experience Gald — Gald — AP —
HP 78607 Physical Defense 750 Magic Defense 368 Attribute: Fire Water Eart h Wi 怒り 1 Faint 3 Drops —
nd Thunder Light Darkness Status: Poison Resistance 50 100 100 100 100 100 100 decay hemp fear stone Drop —
異常 0 0 0 0 0 Can be stolen —

Regnum Assault

Bestiary 27 Main Appearance Location Naos Base P.155

LV. 13 Physical Attack 101 Magic Attack 13 Luck 1 Bronze Body 1 Experience 86 Gald 126 AP 2
HP 1789 Physical Defense 67 Magic Defense 20 Anger 3 Faint 100 Drop タマゴ Normal
Attributes Fire Water Earth Wind Thunder Light Dark Status Poison Equip Paralysis Fear Stone Drop: Orange Gummy Rare
Resistance 100 100 100 100 100 100 100 100 100 100 異常 100 3- 盗め —

V-fen ō sīyīxià

Illustrated Guide No. 25 Main Appearance Location: Naos Base P.155

LV.12 Physical Attack 68 Magic Attack 43 Luck 2 Steel Body — Experience 84 Gald 84 AP 1
HP 972 Physical Defense 58 Magic Defense 22 Rage 7 Stun 100 Drop: Apple Gummy ラ Normal
Attributes: Fire Water Earth Wind Thunder Light Dark Status: Poison Slow Paralysis Fear Petrify Drop: Apple Gummy Rare
性 100 100 100 100 100 100 100 異常 100 100 100 100 100 3 盗め —

Qī-fen ō sīyīxī yī

Illustrated Guide No. 118 Main Appearance Location: Northern Battlefield P.211

LV. 43 Physical Attack 108 Magic Attack 49 Luck 1 Steel Body — Experience 302 Gald 578 AP 3
HP 4532 Physical Defense 130 Magic Defense 24 Rage 1 Stun 100 Drop: Wénwén Puppy Normal
Affiliation: Fire Water Earth Wind Thunder Light Dark; Status: Poison, Weakness, Paralysis, Fear, Petrify, Drops: Orange Gummy Rare
Attributes: 100 100 100 100 100 100 100 100 100 100 異常 100 100 3 盗め —

Regnum Sniper

Bestiary No. 172 Main Appearance: Tower of Dawn P.246

LV. Level 62 Physical Attack 150 Magic Attack 69 Luck 2 Copper Bodies — Experience 698 Gald 1191 AP 3
HP HP 6356 Physical Defense 183 Magic Defense 3 怒り 1 Stun 100 Drops: 7 8 2 3 Rare
Affiliation: Fire Water Earth Wind Thunder Light Dark; Status: Poison, Weakness, Paralysis, Fear, Petrify, Drops: Texas Blaze Super Rare
Attributes: 100 100 100 100 100 100 100 100 100 100 異常 100 100 3 盗め チョコレート 30%

Regnum Soldier

Illustrated Book 117 Main Appearance Location Northern Battlefield P.211

LV. Level 43 Physical Attack 194 Magic Attack 58 Luck 1 Steel Body — Experience 310 Gald 996 AP 1
HP HP 5664 Physical Defense 178 Magic Defense 130 怒り 3 Stun 100 Fall Normal
Attributes Fire Water Earth Wind Thunder Light Darkness Status Poison Decay Paralysis Fear Petrify Drops Clay Sword Super Rare
Affinity 100 100 100 100 100 100 100 100 100 100 100 異常 盗め —

Regnum Knight

Bestiary 171 | Main appearance location: Tower of Dawn | P.246

LV.62 Magic Attack 56 Physical Attack 269 Physical Defense 183 Attributes Fire Water Earth Wind Thunder Light Darkness Status Affinity 100 100 100 100 100 100 100 100 100 100 100 100 100 100

Luck 1 | Steel Body — | Experience Points 702 | Gald 1022 | AP 4

Rage 2 Stun 80 Decay Paralysis Fear Petrify Poison

Drop Lemon Gummy — Rare

Drop SchwarzlÃ¤we — Super Rare

異常 100 100 100 100 100 盗め 3 —

Regnum Hunter

Bestiary | Main spawn locations 26 Naos Base | P.155

LV.12 Magic Atk 47 Phys Atk 38 | Luck 2 | Steel Body — | EXP 72 Gald 88 | AP 1

HP 778 Phys Def 42 Magic Def 40 | 怒り 1 Mood 100 Drop

Normal

属 Fire Water Earth Wind Thunder Light Dark Status Resistance 100 100 100 100 100 100 100 | Decay Paralysis Fear Petrify Drop Orange Gummy — Rare

異常 Poison 100 100 100 100 100 3- | 盗め

Legend Wyvern

Pokedex 166 Main spawn location: Dawn Tower | P.246

LV.62 Physical Attack 329 Magic Attack 113 Luck | 1 Steel Body — | Experience 688 Gald 1036 | AP 2

HP 5911 Physical Defense 387 Magic Defense 2401 Stun 72 | 怒り 1 Stun 72 | Drops Life Bottle — Rare

Fire Water Earth Wind Thunder Light Dark Status Poison Decay Paralysis Fear Petrify Resistance 100 100 100 100 100 50 150 100 100 100 100 100 | Drops —

Belong

異常 | 盗める ライフボトル 10%

Rock Tortoise

Pokedex 93 Main spawn location: Garpus Jungle | P.199

LV.36 Physical Attack 142 Magic Attack 34 | Luck 0 Steel Body 60 Experience 211 Gald | Gald 653 | AP 1

HP 3860 Physical Defense 274 Magic Defense 11979 | 怒り 2 | Faint Drops Cabbage | Drops Cabbage — Normal

Attributes: Fire Water Earth Wind Light Dark Status: Poison, Decay, Paralysis, Fear, Stone. Drops Stone Bottle — Rare

Stats: 100 100 75 125 100 100 100 Abnormal: 100 100 100 100 100 Theft: Demon Beast Fang | める 10%

Kokuto-Issaou (Arena)

Bestiary — | Main spawn location: Arena Party Battle — Intermediate | P.290

LV. 30 Physical Attack 346 Magic Attack 33 Luck | 1 | Steel Body 60 Experience — | Gald — | AP —

HP 2189 Physical Defense 232 Magic Defense 1 | 怒り 2 | Stun 53 | Drop —

属 Fire Water Earth Wind Thunder Light Dark Status: Poison, Petrify, Paralysis, Fear, Stone | Drop —

Gender

100 100 75 125 100 100 100 100 100 100 100 100 | 異常 | 盗める —

Rotus Delyeune

Pokedex 227 Main save appearance location: Ruby 8, Level 8-11 | P.303

LV. 126 Physical Atk 1240 Magic Atk 305 | Luck 2 | Steel Body 180 Experience — | Gald — | AP —

HP 999999 Physical Def 438 Magic Def 438 | 怒り 1 Faint 2 | Drop —

Attributes: Fire Water Earth Wind Thunder Light Dark Status Nature 100 100 100 100 100 100 100 | Poison decay hemp fear stone | Drop —

異常 0 0 0 0 0 | Can be stolen

Robber Club

Bestiary 102 | Main appearance location: Near Grigori Village | P.139

LV. 37 Physical Atk 179 Magic Atk 35 | Luck 2 | Steel Body 40 | Experience Points 313 Gald 645 | AP 2

HP 4326 Physical Def 282 Magic Def 114 | 怒り 2 Fainting 71 | Drop: Apple — Normal

Fire Water Earth Wind Thunder Light Dark Status: Poison Paralysis Blind Fear Petrify Drops: Pine Gummy — Rare

Attributes: 100 75 100 100 125 100 100 | 異常 100 100 100 100 100 | 盗める ピーチ 30%

Enemy データ セクニ尺

Item Data

Items, essentials for adventure. Data such as their effects and acquisition methods are listed in the same or der as the in-game "Items" section. However, only ingredients are listed in gojūon (Japanese syllabary) order.

2 How to Read Item Data

Tools (P.334)

1 Name	② Effect	③ Uses	④ Purchase Price	5 Value
Apple Gum	Restores 30% of one ally's maximum HP	Battle Movement	100	20
Lemon Gum	Restores 60% of one ally's maximum HP	Battle Movement	800	160

Weapons (P.335)

6 1 Name	Physical Attack	Technique Attack	Physical Defense	Technique Defense	10 Main Acquisition Methods	
Rueedi's Sword	6	0	0	0	2 Regnum Royal Capital ●	P.140
Cavroad Sword	15	0	0	0	48 Regnum Royal Capital	P.140

Armor・Body/Head (P.339)

6 1 Name	Physical Attack	Technique Attack	Physical Defense	Technique Defense	④ Value 5 Value	10 Main Acquisition Methods	
Armor Autocouture	0	0	12	0	180	36 Luca Spada Starting Equipment	—
Leather Mail	0	0	18	16	0 — 260	52 Shop Western Battlefield	P.147

Accessories (P.343)

1 Name	② Effect	4 Value 5 Values	10 Main Acquisition Methods	
Poison Charm	Prevents poison status with a 50% probability	1000 200	Holy City Naos	P.151
Poison Check	Completely prevents the poisoned status	— 1600	Calypso Mine MAP2	P.175

Ingredients (P.344)

1st Name	4-value	5-value	10 Main Acquisition Methods	
Squid	10	2	Eastern Factory Ashihara	P.167
Strawberry	20		4 shops Garam Port	P.173

Valuables (P.345)

1 Name	②② Effect	10 Main Acquisition Methods	
Sorcerer Ring	Shoots a small flame	Obtained at the Ashihara Royal Tomb	P.168
Battle Book	Unlocks ability to view the battle system	Obtained in the royal capital Regnum	P.140

●Name
Item name.

② Effect
The effect when an item is used or equipped.

③ Usable
Situations in which the item can be used. If it says "Battle", it can be used during battle; if it says "Field" it can be used while moving.

④ Purchase Price
The Gald required to purchase at shops. Items marked with "—" are not sold.

Selling price: 6
The Gald obtained when sold to a shop. Items marked with "-" cannot be sold.

5 Equippable by
Characters who can equip that weapon or armor.

6 Status change values
The numeric changes to status when equipped.

7 Attack Attribute
The attribute added to normal attacks and non-attribute artes when equipped.

● Attribute Resistance
When equipped, the listed attribute and value are added to the wearer's attribute resistances.

⑨ Main Acquisition Methods
The main ways to obtain that item. The icons mean the following:

- ····· Can be obtained in events held at the indicated time. The notation follows the story flowchart for this chapter
- Treasure ····· Can be obtained from treasure chests on the listed map
- Shop ····· Can be purchased at the shop in the listed town
- ····· Can be obtained in the listed sub-event
- ····· • Can be obtained from missions that occur on the maps listed.
- Drop ····· May be dropped by defeating the enemies listed. Probabilities are shown in [ ]. For details on probabilities, see P.030
- Regnum ····· • Can sometimes be stolen from the enemies listed. Probabilities are shown in [ ]. For details on probabilities, see P.030
- The ····· Can be obtained by methods other than those listed above

道具

Mainly has effects that restore HP and TP, or cure status ailments
Also includes items that raise various stats.

Name	Effect	Use		Purchase Price	Sale Value
Apple Gum	Restores one ally's HP by 30% of maximum	Battle	Move	100	20
Lemon Gum	Restores one ally's HP by 60% of maximum	Battle	Move	800	160
Orange Gummy	Restores one ally's TP by 30% of maximum	Battle	Move	200	40
Pineapple Gummy	Restores one ally's TP by 60% of maximum	Battle	Move	1500	300
Mixed Gummy	Restores one ally's HP and TP by 30% of maximum	Battle	Move	1000	200
Miracle Gummy	Restores one ally's HP and TP by 60% of maximum	Battle	Move	3000	600
Specific	Restores all allies' HP by 30% of maximum	Battle	Move	—	1000
Treat	Restores all allies' TP by 30% of maximum	Battle	Move	—	1000
Poison Bottle	Cures one ally's poison status	Battle	—	150	30
Weak Bottle	Recover one ally's debilitated status	Battle	—	150	30
Paralyze Bottle	Recover one ally's paralyzed status	Battle	—	150	30
Fear Bottle	Recover one ally's terrified status	Battle	—	150	30
Stone Bottle	Recover one ally's petrified status	Battle	—	150	30
Cure Bottle	Recovers all status ailments of one ally	Battle	—	500	100
Deny Bottle	Recovers one ally's physical attack down, magical attack down, physical defense down, and magical defense down	Battle	—	500	100
Panacea Bottle	Recovers one ally's all status ailments, physical attack down, magical attack down, physical defense down, and magical defense down	Battle	—	1000	200
Life Bottle	Revives one ally and restores 30% of their maximum HP and 15% of their maximum TP	Battle	Move	500	100
Elixir	Recovers one ally's all status ailments, physical attack down, magical attack down, physical defense down, magical defense down, and revival; fully restores HP and TP to their maximum	Battle	Move	—	2000
Dark Bottle	Doubles encounter rate for 60 seconds	—	Move	300	60
High Dark Bottle	Greatly increases encounter rate for 15 seconds	—	Move	1000	200
Holy Bottle	Encounter rate halved for 60 seconds	—	Move	300	60
Hi-Holy Bottle	Encounter rate becomes 0% for 30 seconds	—	Move	1000	200
Sage	Selected character's maximum HP increases by 10	—	Move	—	1
Red Sage	Selected character's maximum HP increases by 30	—	Move	—	1
Savory	Selected character's maximum TP increases by 5	—	Move	—	1
Red Savory	Selected character's maximum TP increases by 10	—	Move	—	1
Lavender	The selected character's physical attack increases by 1	—	Move	—	1
Red Lavender	The selected character's physical attack increases by 3	—	Move	—	1
Verbena	The selected character's physical defense increases by 1	—	Move	—	1
Red Verbena	The selected character's physical defense increases by 3	—	Move	—	1
Chamomile	The selected character's magical attack increases by 1	—	Move	—	1
Red Chamomile	The selected character's magical attack increases by 3	—	Move	—	1
Saffron	The selected character's magical defense increases by 1	—	Move	—	1
Red Saffron	The selected character's magical defense increases by 3	—	Move	—	1
Old Divide	During battle, all damage is halved. Using it again restores to normal	Battle	—	—	1
Spectacles	Check the enemy's status	Battle	—	10	2

	Name	Physical Attack	Magic Attack	Physical Defense	Magic Defense		Sell Price	Luck	Attribute	Buy Price	Main acquisition method	
Ēika	Edi's Sword	6	0	0	0	0	---Ikko Ichiichi Fū	—		2	Royal Capital Regnum	P.140
	Broadsword	15	0	0	0	0		240		48	Shop Royal Capital Regnum	P.140
	Iron Sword	21	0	0	0	0		330		66	Shop Western Battlefield	P.147
	Great Sword	29	0	0	0	0		1650		330	Shop Holy City Naos	P.151
	Battle Sword	37	0	0	0	0		—		432	Country Naos Base MAP1	P.157
	Radius Sword	45	35	0	0	0		2770		554	Shop Regnum Limestone Cave	P.161
	Willow-Leaf Blade	55	0	0	0	0		3410		682	Shop Eastern Country Ashihara	P.167
	Bastard Sword	63	0	0	0	0		3820		764	Shop Garam Port	P.173
	Storm Sword	59	0	13	0	0		—		796	Treasure Calypso Mine MAP2	P.175
	Grim Sword	71	55	0	0	0		4100		820	Shop Western Country Garam	P.178
	Steel Sword	67	0	0	0	0		—		646	Sa 046 "Test Cut ①"	P.265
	Sharpness Sword	97	0	0	0	0		—		1614	Sa 053 "Test Cut ②"	P.266
	Happiness Sword	81	0	0	0	3		—		1614	Sa 053 "Trial Cutting ②"	P.266
	Magical Sword	81	76	0	6	0		—		1614	Sa 053 "Trial Cutting ②"	P.266
	Heat Sword	93	70	0	0	0	Shikoku Ichishūai			2472	Shop Southern Country Galpos	P.195
	Zephyrus	96	73	0	0	0		—		2560	Galpos Jungle MAP5	P.201
	Zweihänder	108	0	0	0	0		13000		2600	Shop Commercial City Mamoot	P.205
	Ice Coffin	0	124	0	0	0		—		3200	Sa094 "Lottery Stall" Winning Prize	P.270
	Voltec Sword	103	82	0	9	0		—		2840	Sa088 "Unreliable-Looking Knight"	P.270
	Runesword	120	90	0	0	0	—	13520		2704	Shop Supply Base Tōto	P.210
	Clay Sword	125	0	16	0	0	地	—		3080	Drop Regnum Soldier [Ultra Rare]	P.331
	Glorious Sword	128	0	0	0	0	—	14070		2814	Shop Northern Country Tenos	P.214
	Flamberge	136	102	0	0	0	火	—		4780	Treasure Tenos Weapons Factory MAP1	P.223
	Evil Sword	157	138	0	0	0	闇	—		12060	Sky City	P.231
	Mithril Sword	163	122	0	0	0	—	92000		18400	Shop Sania Village	P.237
	Excalibur	187	138	52	41	1	Light One	—		19260	Sa "Arena" Clear the Single Battle Special with Luca	P.285
	Balmung	166	144	0	0	0		—		19680	Treasure Dawn Tower MAP10	P.250
	Obsidian	208	154	0	0	0	Red circle Fire one	—		24400	Treasure Triverse Gate 2nd Floor MAP2	P.297
	Inferno Sword	259	191	0	0	0		—		30600	Guerie [Super Rare]	P.315
	Demonic Sword Nebrilla (Nebillon)	9※	0	0	0	0		—		—	151 "Suspicious Merchant ③"	P.278
	Spiked Bat	165	−30	−30	−30	−3		—		1999	Sa "Arena" Clear the advanced single battle with Luca	P.285
	Varuna	170	128	0	0	0		—		—	Sa131 "Legacy of the Celestial Realm: Luca Chapter"	P.275
	Heavenly Sword Varuna	358	264	131	103	3		—		—	Sa 176 "Heavenly Sword Varuna"	P.281
Ilia	Revolver SA	14	15	0	0	0		210		42	Others Ilia Starting Equipment	—
	Military Mag	18	21	0	0	0		270		54	Shop Western Battlefield	P.147
	Revolver DA	23	29	0	0	0		1470		294	Shop Saint City Naos	P.151
	Auto-Ma Custom	28	37	0	0	0		—		348	Treasure Naos Base MAP6	P.157
	Rapid Trigger	33	45	0	0	0		2270		454	Shop Regnum Stalactite Cave	P.161
	Strike Trigger	52	42	0	0	0	One Light One Wind One Land	—		506	Shopkeeper's Mansion	P.164
	Temple Custom	44	51	0	10	0		—		554	Treasure Saint City Naos MAP3	P.151
	Sekirei	40	55	0	0	0		2930		586	Shop Eastern Country Ashihara	P.167
	Aeromag	45	63	0	0	0		4200		840	Shop Garam Port	P.173
	Quick Worker	50	71	0	0	0		4610		922	Shop Garam of the Western Country	P.178
	Desert Burial 54		77	0	0	0		—		1134	Drop Lavagolem [Ultra Rare]	P.329
	Automag	59	85	0	0	0		—		1562	Treasure Battleship Ravendell MAP3	P.190
	Happy Trigger	64	93	0	0	2		10820		2164	Shop Southern Country Galpos	P.195
	Hyper Mag	84	69	0	0	0	Ichikoen One	—		2540	Tosageko [Ultra Rare]	P.321
	Silver Mug	75 108 0 0 0 Light 14560								2912	Shop Commercial City Mamoot	P.205
	Billy's Legacy	112	0	0	0	0		—		3200	Sa 094 "Lottery Shop" Winning Prize	P.270
	Peacemaker	82	120	0	0	0		13580		2716	Shop Supply Base Tote	P.210

※When equipped, physical attack increases by 1 each time you defeat 4 enemies.

	Name	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Luck	Attribute	Buy Price	Sell Price	Main Acquisition Methods	
Ilia	Smash Trigger	88	128	0	13	76	0	2752	Shop North Country Tenos		P.214
	Voltec Mag	79	134	18	0	0	Thunder	—		5712 Treasure Garden of Waiting for the Gods MAP4	P.219
	Faust Mag	102	148	0	0	0		—		11544 Treasure Sky Castle MAP3	P.232
	Mithril Mag	110	163	0	0	0		—	71400	14280 Shop Sania Village	P.237
	Gale Tracer	134	200	38	1	1	風	—		14698 Sa "Arena" Clear the single battle special with Ilia	P.285
	Balsam (Housenka)	87	186	0	0	0	Fire	—		17314 Sa 141 "Thing Lurking in the Royal Tomb"	P.277
	Texas Blaze	121	167	0	0	0	—	—		14916 激 Regnum Sniper [Ultra Rare]	P.331
	Prominence Mag	149	222	0	0	0	Fire	—		19400 Treasure Tribe's Gate 1st Layer MAP1	P.296
	Blizzard Mag	167	248	0	0	0	Water	—	21600	激 Tiral [Ultra Rare]	P.320
	Wagyanizer	0	165	0	0	0		—		4800 Sa "Arena" Clear the Advanced Single Battle with Ilia	P.285
	Lucifer	115	170	0	0	0		—	—	Sa 157 "Heavenly Realm's Legacy: Ilia Chapter"	P.279
	Spirit Gun Lucifer	239	358	94	1	3	—	—	—	Sa 177 "Spirit Gun Lucifer"	P.282
Spada	Osafune	20	0	0	0	0	Four Water Fire Wind One Light One Thunder	310		62 Others Sparda Starting Equipment	—
	Duel Blade	27	0	0	0	0		1260		252 Shop Holy City Naos	P.151
	Danite Rapier	34	0	0	0	0		—		396 宝 Naos Base MAP6	P.157
	Blitz Blade	41	38	0	0	0		2590		518 店 Regnum Stalactite Cave	P.161
	Oriental Blade	51	0	0	0	0		3100		620 店 East Country Ashihara	P.167
	Kagutsuchi	56	62	−9	0	0	Fire	—		734 Treasure Ashihara Royal Tomb MAP4	P.170
	Wind Rapier	58	53	0	0	0	Wind	4080		816 Shop Garam Port	P.173
	Crescent Blade	65	0	0	0	0		4220		844 Shop Western Country Garam	P.178
	Gettenshi	69	57	0	0	0		—		1382 激 Monstrol [Super Rare]	P.329
	Scrama Blade	85	0	0	0	0		8240		1648 Shop Southern Country Galpos	P.195
	Lightning Blade	88	79	0	0	0		—		2020 Galpos Jungle MAP1	P.199
	Silver Rapier	99	89	0	0	0	—	11700		2340 Shop Commercial City Mamoot	P.205
	Shigure	0	126	0	0	0	Water	—		3200 Sa 094 "Lottery Shop" Winning Prize	P.270
	Vorpahl Blade	108	98	0	0	0	—	12320	2464	店 Supply Base Taut	P.210
	Formal Rapier	117	0	0	0	0	—	14010		2802 Shop North Country Tenos	P.214
	Fire Blade	113	109	0	0	0	Fire	—		6190 Treasure Kami-machi Garden MAP1	P.217
	Muramasa	121	94	10	0	0	闇	—		9598 Ten 宝 Weapons Factory	P.221
	Masamune	135	122	0	0	0	—	—		12250 Treasure Sky Castle MAP4	P.232
	Mithril Blade	148	133	0	0	0	—	82100	16420	Shop Sania Village	P.237
	Kongou	180	162	46	1	1	Earth	—		17412 Sa "Arena" Clear the single battle special with Spada	P.285
	Schwarzreave	152	157	0	0	0	Wind Thunder Garden One Light One Water One Fire Earth	—		17836 激 Legnum Knight [Super Rare]	P.332
	Fujin	200	180	0	0	0		—		23600 Bao Triverse Gate 2nd Floor MAP1	P.297
	Shiden	224	202	0	0	0		—		26400 激 Solda [Super Rare]	P.319
	Daikon	5	145	0	0	0		—		80 Sa Clear the Advanced Single Battle of the "Arena" with Spada	P.285
	Susanoo	156	138	0	0	0		—	—	Sa 137 "Legacy of the Celestial World: Spada Chapter"	P.276
	Divine Blade Susanoo	323	290	115	1	3		—	—	Sa 178 "Divine Sword Susano-o"	P.282
Ange	Religious Order-Issued Dagger	32	40	0	0	0		—		336 Others Anju Starting Equipment	—
	Protect Knife	34	43	0	0	0		2120		424 Shop Legnum Stalactite Cave	P.161
	Wind Dagger	18	63	0	0	0		—		552 Golem [Super Rare]	P.316
	Survival Knife	37	49	0	0	0		—	622	宝 Shopkeeper's Mansion MAP 5	P.164
	Exorcism Blade	41	53	0	0	0		3600		720 Shop Eastern Country Ashihara	P.167
	Progress Knife	46	61	0	0	0		3830		766 Shop Garam Port	P.173
	Coral Dagger	52	68	0	0	0		4340		868 Shop Western Country Garam	P.178
	Guard Shotel	61	82	8	0	0		—		1558 National Treasure Battleship Ravendel MAP3	P.190
	Jewel Dagger	66	88	0	0	0		11330	2266	Shop Southern Country Galpos	P.195
	Burning Edge	78	104	0	0	0	Fire	13330	2666	Shop Commercial City Mamoot	P.205
	Grand Buster	107	0	0	0	0		—		3200 Sa094 Lotterly Shop Prize	P.270
	Zwei Edge	85	114	0	0	0		13640	2728	Shop Supply Base Toth	P.210
	Divine Knife	90	122	0	0	0	—	14150	2830	Shop Northern Country Tenos	P.214
	Orochi	101	137	0	0	0	闇	—		7540 Treasure Airship Ventos MAP2	P.228
	Azoth	82	168	0	0	0	—	—	11304	激 Ratio Seraph [Ultra Rare]	P.330

	Name	Physical Atk	Magical Atk	Physical Def	Magical Def	Luck	Element	Buy Price	Sell Price	Main Acquisition Methods	
Anju	Mithril Dagger	114	155	0	0	—		80600	16120	Shop Sania Village	P.237
	Caladbolg	139	190	38	1	—	雷	17788	Sa	"Arena" Clear the single battle special with Anju	P.285
	Ruby Eye	137	82	−21	0	—	Fire	18206	Sa144	"Big Eating Contest"	P.277
	Thrones Dagger	126	158	0	0	—	—	17807	Treasure	Dawn Tower MAP9	P.250
	Marduk	154	211	0	0	—	Water	21600	Treasure	Triverse Gate 3rd Floor MAP1	P.298
	Krausoras	179	246	0	0	—	光	25200	売	Lapan [Super Rare]	P.330
	Oden	120	−10		0	—	—	300	Sa	"Arena" Clear the advanced single battle with Anju	P.285
	Israfil	119	166	0	0	—	—	—	サ	132 "Heritage of the Celestial Realm: Anju Chapter"	P.275
	Radiant Sword Israfil	248	341		3	—	—	—	Sa	179 "Radiant Sword Israfil"	P.282
JB	Rimary Snary Rifle	39	35	0	0	—	—	—		482 Other Ricardo Initial Equipment	—
	Thunder Barrel	43	39	0	0	—	雷	2730		546 Shop Regnum Stalactite Cave	P.161
	Doyat Glass	54	48	0	0	—	—	3000		600 Shop Eastern Country Ashihara	P.167
	Assault Rifle	63	54	0	0	—	—	3610		722 Shop Garam Port	P.173
	Formal Hout	65	36	17	0	Water	—	792	売	Brown Bear [Super Rare]	P.325
	Artisan Barrel	70	60	0	0	—	—	4030		806 Shop Western Country Garam	P.178
	Chronos	75	65	0	0	—	地	—		1310 Treasure Otherworld Rift — Nīgeru MAP3	P.185
	Sadalsud	83	71	0	2	—	—	—		1574 Cube Assault Soldier [2%]	P.314
	Snake Gunner	91	78	0	0	—	—	9270	1854	Shop Southern Country — Garupos	P.195
	Arnas Line	93	97	0	0	—	—	—		1948 Treasure Garupos Jungle MAP4	P.201
	Dirugan	106	91	0	0	—	—	10340		2068 Shop Commercial City — Mamuto	P.205
	Aps	0	126	0	0	—	Wind	—		3200 Sa094 "Lottery Stall" Prize	P.270
	Posporos	122	99	–	–	0	光	—		2496 Treasure Remlès Marsh MAP4	P.208
	Cor Scorpio	117	100		0	—	—	13900		2780 Shop Supply Base — Tōto	P.210
	Arunail	125	106		0	—	—	14370	2874	Shop Northern Country — Tenos	P.214
	Stribog	146	124		0	Wind	—	—		11152 Treasure Sky Castle MAP3	P.232
	Mithril Barrel	159	135		0	—	—	84400	16880	Shop Sania Village	P.237
	Sirius	194	165		1	—	—	—		18940 Sa "Arena" Clear the Single Battle Special with Ricardo	P.285
	Ayn Alhai	142	121		0	—	—	—		18404 Sa 150 "The Way of Commerce"	P.278
	Milzam	162	153		0	—	—	—		19188 Treasure Tower of Dawn MAP7	P.249
	Cor Leonis	216	183		0	—	—	—		25400 Treasure Triverse Gate 3rd Layer MAP2	P.298
	Rath Argul	243	206		0	—	—	—		28800 Drop Macchia Due [Ultra Rare]	P.328
	Bamboo Broom	3	−33		0	—	—	—		333 Sa "Arena" Clear the Single Battle Advanced with Ricardo	P.285
	Hades	166	141		0	—	—	—	—	Sa147 "Heritage of the Celestial Realm: Ricardo Chapter"	P.277
	Divine Gun Hades	350	290		3	—	—	—	—	Sa 180 "Divine Gun Hades"	P.282
Elmana	Glazar Glove	36	0		0	—	—	—		528 Other Ermána Starting Equipment	—
	Battle Glove	39	0		0	—	—	—		596 Treasure Shopkeeper's Mansion MAP3	P.164
	Flame Gauntlet	43	40		0	Fire	—	3380		676 Shop East Country Ashihara	P.167
	Blade Knuckle	49	0		0	—	—	3560		712 Shop Garam Port	P.173
	Power's Knuckle	55	0		0	—	—	—		786 Cal so Mine MAP3	P.176
	Jerid Saphirus	46	24		0	Water	—	3870		774 Shop West Country Garam	P.178
	Molkrau	62	53		0	—	地	—		1164 Other rworld Rift - Nigel	P.182
	Jamadaharu	70	0		0	—	—	10100	2020	Shop South Country Galpos	P.195
	Raijin Gauntlets	78	38	–	0	—	雷	—		1602 Drop Orange Glove [Super Rare]	P.311
	Silvernuckle	83	75		0	—	—	11480	2296	Shop Commercial City Mamuto	P.205
	Angel Arm	0	360		0	—	—	—		3200 Sa094 Lottery Shop Prize	P.270
	Kaiser Fist	90	0		0	—	—	12050	2410	Shop Supply Base Tote	P.210
	Drill Arms	96	0		0	—	—	13150	2630	Shop North Country Tenos	P.214
	Blazing Roar	115	98		0	—	Fire	—		5592 Sa 102 "Kelysmith Kyukyu ③"	P.271
	Thor Hammer	102	122		0	—	雷	—		7860 Drop Tenos Assault [Super Rare]	P.321
	Giant Fist	122	0		0	—	—	—		10882 Treasure Sky Castle MAP5	P.232
	Mithril Arms	128	110		0	—	—	72900	14580	Shop Sania Village	P.237
	Demon's Arm	148	134	200000550700083		—	闇	—		14340 Sa "Arena" Clear the Single Battle Special with Elmana	P.285
	Dragon Fang	131	132		0	—	—	—		14514 Treasure Tower of Dawn MAP9	P.250

Kaze-Ikka Minefield

Ikko Ichi

48 2000005507000824950020000050088160-200-1013645000000000000

	Name	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Attribute	Purchase Value	Sell Value	Main Acquisition Methods	
Elmana	Windmill	164	149	0	0	0	Wind	—	18400	Baobao Triverse Gate 2nd Layer MAP1	P.297
	Titan Fist	184	167	0	0	0	Land	—	22400	幕 Cornu [Super Rare]	P.316
	Pad Knuckle	29	9	9	29	0		—	299	Clear the advanced Single Battle in the "Arena" with Elmana	P.285
	Rudra	136	123	0	0	0		—	—	Sub 146 "Heavenly Realm Legacy: Elmana Chapter"	P.277
	吠 Fist Rudra	264	239	121	113	3		—	—	Sub 181 "Roaring Fist Rudra"	P.283
キュキュ	Pilm Muls	84	0	0	0	0	—	—	1332	Others Kyukyu Initial Equipment	—
	Thunder Tooth	89	0	0	0	0	Thunder	—	1622	宝 Battleship Ravendell MAP3	P.190
	Gusty Spear	97	0	0	0	0	Wind	10500	2100	Shop South Country Galpos	P.195
	Ritual Spear	114	0	0	0	0	—	11270	2254	Shop Commercial City Mamoot	P.205
	Ga Jarg	68	0	17	12	5	Fire	—	3200	Sa094 Lottery Shop Prize	P.270
	Rune Spear	125	0	0	0	0	—	12660	2532	店 Supply Base Toth	P.210
	Earth Grieve	116	0	11	0	0	地	—	2796	Treasure Northern Battlefield MAP2	P.212
	Crimson Spear	133	0	0	0	0	Fire	15280	3056	Shop Northern Country Tenos	P.214
	Hasta no Yari	777	-999	-999	−999	−5	雷	—	10496	Sa100 "Find Hasta 3"	P.271
	Diabolos	1730	-120		0	0	闇	—	6720	幕 Ice Demon [Super Rare]	P.307
	Brünnack	161	0	0	0	0	—	—	8530	宝 Tenos Weapon Factory MAP3	P.223
	Mithril Lance	170	0	0	0	0	—	61100	12220	Shop Sania Village	P.237
	Jupiter	208	0	41	42	1	雷	—	19726	Sa "Arena" Clear the Single Battle Special with Kyukyu	P.285
	Anahita	164	0	16	7	0	Water	—	17370	Sa 130 "Looking for Dentures"	P.275
	Bahamut Tear	173	0	0	23	0	—	—	19976	Treasure Tower of Dawn MAP2	P.247
	Gungnir	175	0	29	0	0	—	—	20864	宝 Tower of Dawn	P.246
	Long Spear	231	0	0	0	0	光	—	26400	Treasure Triverse Gate 4th Floor MAP2	P.299
	Boreas	260	0	0	0	0	風	—	30000	幕 Chevalier [Ultra Rare]	P.317
	Negi	39	39	39	39	5	—	—	30	Sa "Arena" Clear the advanced Single Match with Kyukyu	P.285
	Athena	180	0	0	0	0	—	—	—	Sa142 "Heavenly Realm Legacy: Kyukyu Chapter"	P.277
	Phantom Spear Athena	375	0	102	105	3	—	—	—	Sa182 "Phantasmal Spear Athena"	P.283
Conway	Odigodesmos	27	39	0	0	0	—	—	370	他 Conway Starting Equipment	—
	Yellow Kings	32	48	0	0	0	—	2550	510	Shop Regnum Limestone Cave	P.161
	Serano Fragment	38	56	0	11	0	—	—	544	幕 Wizard [Super Rare]	P.309
	Burning Blood	72	32	0	0	0	Fire	—	746	宝 Holy Capital Naos MAP3	P.151
	Golden Branches	39	58	0	0	0	—	3350	670	Shop Eastern Country Ashihara	P.167
	Tetrabiblos	43	68	0	0	0	—	3640	728	Shop Garam Port	P.173
	R'lyeh Text	48	76	0	0	0	Water	3950	790	Shop Western Country Garam	P.178
	Song of Gaia	40	93	0	0	0	地	—	1040	Country Otherworld Rift Nielgel MAP2	P.185
	Zohar	51	83	23	0	0	光	—	1576	幕 Cultist Mage [Super Rare]	P.313
	Lemegeton	63	102	0	0	0	—	—	9790	1958 Shop Southern Country Galpos	P.195
	Stormbringer	81	94	0	0	2	風	—	2190	Garapos Orchard MAP2	P.197
	Monolith People	73	117	0	0	0	—	—	12720	2544 Shop Commercial City Mamuto	P.205
	Hexenhammer	141	28	0	0	0	雷	—	3200	Sa094 Lottery Shop Prize	P.270
	Necor	67	169	0	0	5	—	—	7790	Sa 108 "Nekoru ⑤"	P.272
	Book of the Dead	79	128	0	0	0	—	13120	2624	店 Supply Base Thot	P.210
	Missal Requiem	84	136	0	0	0	Light	13770	2754	Shop Northern Country Tenos	P.214
	Liber Regis	89	145	0	0	0	—	—	7570	Country Tenos Weapons Factory MAP4	P.223
	Mist Seven-san	107	174	0	0	0	—	61500	12300	Shop Sania Village	P.237
	Aquadingen	135	223	36	55	1	水	—	16199	Sa "Arena" Clear the Single Battle Special with Conway	P.285
	Book of Muse	102	181	42		0	0	—	15544	Sa 168 "Letter from the Myuce Tribe"	P.280
	True Magic	113	196	0	26	0	—	—	16300	Treasure Dawn Tower MAP9	P.250
	Garun Fragment	150	248		0	0	0	地	—	23600	Treasure Triverse Gate 4th Floor MAP2	P.299
	Necronomicon	160	265	0	0	0	闇	—	26800	幕 Macchia Trenta [Super Rare]	P.328
	N·G	76	5	76	5	0	—	—	765	Sa "Arena" Clear the Advanced Single Battle with Conway	P.285
	Asclepius	122	208	0	0	0	—	—	—	Sa138 "Legacy of the Celestial Realm: Conway Chapter"	P.276
	True Tome Asclepius	230	384	89	137	3	—	—	—	Sa 183 "True Book Asclepius"	P.283

Armor

Equipment that greatly increases both physical defense and magic defense
Also pay attention to elemental resistances.

	Name	Physical Attack (術攻)	Physical Defense (術防)	Evasion	Resistance	Purchase Price	Sell Price	Main Acquisition Methods	
Armor (Luca Spada)	Armor Autocouture	0	0 1212	000	—	180	36	He Luca, Spada initial equipment	—
	Leather Mail	0	0	18	16	—	260	52 Shop Western Battlefield	P.147
	Hard Mail	0	0	24	21	—	910	182 Shop Holy City Naos	P.151
	Ring Mail	0	0	30	26	0	—	—	312 落 Tortue [Super Rare]	P.322
	Iron Mail	0	0	35	32	0	—	2250	450 Shop Regnum Stalactite Cave	P.161
	Chain Mail	0	0	39	35	0	—	—	522 宝 Regnum Stalactite Cave MAP4	P.162
	Lamellar Leather	0	0	43	39	0	—	2970	594 Shop Eastern Country Ashihara	P.167
	Sprint Mail	0	0	49	43	0	—	3510	702 Shop Garam Port	P.173
	Breastplate	0	0	55	48	0	—	3850	770 Shop Western Country Garam	P.178
	Battle suit	0	0	59	51	0	—	—	882 宝 Nigel Rift (Otherworld) MAP1	P.183
	Knight Armor	0	0	71	61	0	—	10070 2014 Shop Southern Country Galpos		P.195
	Absolutely	0	0	77	67	0	Fire +25%	—	2211 Treasure Ship Deck MAP1	P.203
	Silver Mail	0	0	82	72	0	—	11880 2376 Shop Commercial City Mamuto		P.205
	Gothic Plate	0	0	90	79	0	—	12700	2540 店 Supply Base Thot	P.210
	Rune Mail	0	0	96	83	0	—	13690	2738 Shop Northern Country Tenos	P.214
	Full Plate	0	0	116	71	0	—	—	3102 落 Skeleton Warrior [Super Rare]	P.318
	Reflex	0	0	112	97	0	—	—	3366 Treasure Sky Castle MAP5	P.232
	Mithril Mail	0	0	122	105	0	—	50400 10080 Shop Sania Village		P.237
	Gold Armor	0	0	127	109	2	—	—	10540 Treasure Tower of Dawn MAP10	P.250
	Star Mail	0	0	121	125	0	闇+25%	—	11180 盗 Gold Golem [2%]	P.316
	Last Crusader	0	0	135	116	0	Light +25%	—	11260 宝 Remulace Marsh MAP2	P.207
	Mam Bain	0	0	174	149	0	Fire Water Light +25%	—	16800 Sa	"Arena" Extra Hasta Clear the Battle	P.285
	Froga Vanopulia ※1	0	0	242	189	0	Fire +25%	—	1	落 Cornu [Super Rare]	P.316
	Vento Armatura ※2	0	0	213	201	0	Wind and Thunder +25%	—	1	落 Sukuretto [Super Rare]	P.318
Guard (Ilia · Ricardo)	Casual Jacket	0	0	11	12	0	—	160	32 Shop Royal Capital Regnum		P.140
	Leather Guard	0	0	17	16	0	—	190	38 Shop Western Battlefield		P.147
	Fine Guard	0	0	20	24	0	—	750	150 Shop Saint City Naos		P.151
	Black Guard	0	0	28	26	0	—	—	250 He Ricardo Initial Equipment		—
	Iron Guard	0	0	32	35	0	—	1980	396 店 Regnum Stalactite Cave		P.161
	Chain Guard	0	0	35	49	0	—	—	450 落 Shirogeko [Super Rare]		P.318
	Lamella Guard	0	0	38	41	0	—	2520	504 Shop East Country Ashihara		P.167
	Half Guard	0	0	44	47	0	—	3060	612 Shop Garam Port		P.173
	Breast Guard	0	0	48	52	0	—	3220	644 Shop Western Country Garam		P.178
	Phoenix Guard	0	0	46	61	0	Fire +25%	—	668 宝 Kelmu Volcano		P.180
	Battle Guard	0	0	51	58	0	—	—	738 宝 Rift of the Otherworld — Nigel MAP 5		P.185
	Mighty Guard	0	0	59	69	0	—	8090	1618 店 Southern Country Galpos		P.195
	Silver Guard	0	0	73	79	0	—	10390 2078 Shop Commercial City Mamoot			P.205
	Gothic Guard	0	0	80	85	0	—	11050 2210 Shop Supply Base Tōto			P.210
	Rune Jacket	0	0	82	93	0	—	11680 2336 Shop Northern Country Ténos			P.214
	Diamond Guard 0		0	96	93	0	—	—	4238 Treasure Kami-machi Garden MAP4		P.219
	Moon Guard	0	0	90	122	0	Light/Dark +25%	—	6640 盗 Eden's Keeper [2%]		P.310
	Mithril Guard	0	0	106	115	0	—	43200 8640 Shop Sania Village			P.237
	Rare Protector	0	0	108	124	0	—	—	9620 Dawn Tower MAP8		P.250
	Prism Protector	0	0	127	140	0	—	—	10540 宝 Garden of God Waiting MAP1		P.217
	Imperial Guard 0		0	140	161	0	Light/Dark +25%	—	15700 Sa	"Arena" Extra Al Clear the Veil Battle	P.285
	Aquavestiti※3		0	172	236	0	Water/Wind +25%	—	1	落 Koshumaru [Super Rare]	P.316
	Ewighschwarz※4		0	213	207	0	Ground +25%	—	1	落 Rue [Super Rare]	P.331

※1: Equipable by Luca only. ※2: Equipable by Spada only. ※3: Equipable by Ilia only. ※4: Equipable by Ricardo only.

	Name	Physical Atk	Magical Atk	Physical Def	Magical Def	Resistance	Purchase Price	Sell Price	Main Acquisition Methods	
Robe (Anju Conway)	Magisa Neuron ※1	0	0	24	29	0	—	840	168	Other Conway initial equipment	—
	Benediction 2 ※1	0	0	28	36	0	—	1070	214	Other Anju initial equipment	—
	Amber Robe	0	0	26	34	0	—	—	268	宝 Naos Base MAP6	P.157
	Silk Cloak	0	0	29	39	0	—	1710	342	店 Regnum Stalactite Cave	P.161
	Feather Robe	0	0	35	47	0	Wind +25%	2250	450	Shop of the Eastern Country Ashihara	P.167
	White Cloak	0	0	39	53	0	—	2610	522	店 Garam Port	P.173
	Black Robe	0	0	43	59	0	—	2850	570	Shop of the Western Country Garam	P.178
	Magic Robe	0	11	34	71	0	—	—	752	盗 Macchia [2%]	P.327
	Misty Cloak	0	0	55	77	0	—	7425	1485	店 Gulpos, a Southern Country	P.195
	Grim Robe	0	0	60	83	0	—	—	1650	宝 Ship Deck MAP1	P.203
	Silver Cloak	0	0	64	90	0	—	8910	1782	Shop Commercial City Mamuto	P.205
	Midi Blouse	0	0	70	99	0	—	9400	1880	店 Supply Base Thot	P.210
	Rune Robe	0	0	74	105	0	—	10360	2072	Shop Northern Country Tenos	P.214
	Mirage Cloak	0	0	79	112	0	—	—	3477	宝 Tenos Weapons Factory MAP1	P.223
	Hermit Cloak	0	20	46	92	0	—	—	4940	Sa094 "Lottery Shop" Prize	P.270
	Moon Robe	0	0	89	127	0	Light Dark +25%	—	4607	Treasure Sky Castle MAP6	P.232
	Mithril Cloak	0	0	107	121	0	—	37350	7470	Shop Sania Village	P.237
	Elder Robe	0	0	93	134	0	—	—	8840	落 Kawancha [Rare]	P.313
	Warlock Robe	0	0	132	103	0	—	—	9830	Treasure Tower of Dawn MAP8	P.250
	Shinjer Robe	−200	200	−300	300	0	—	—	26300	Sa 174 "Shinjā Five (⑤)"	P.281
	Heavenly Garb	0		103	148	0	Light/Dark +25%	—	11580	宝 Ashihara Royal Tomb MAP2	P.170
	Elemental Cloak			132	192	0	Fire Water Earth Wind Snow +25%	—	16980	Sa "Arena" Chitose of Extras Clear the battle	P.285
	Lumenstra ※2	0	0	178	248	0	Light +25%	—	1	落 Kochinere [Super Rare]	P.316
	Sierra Rob ※1	0	0	166	255	0	Fire Water Earth Wind Thunder 闇 +25%	—	1	落 Cadavre [Super Rare]	P.312
Wear (Elmana・Kyukyu)	Knitwear ※3	0	0	41	39	0	—	2010	402	He Ermanna initial equipment	—
	Titan Wear	0	0	47	44	0	—	—	502	盗 Gargoyle [2%]	P.311
	Steelwear	0	0	43	40	0	—	2970	594	Shop Eastern Country Ashihara	P.167
	Whitewear	0	0	49	45	0	—	3400	680	Ga…m Port	P.173
	Blackwear	0	0	50	49	0	—	3500	700	Shop West Country Garam	P.178
	Battlewear	0	0	58	57	0	—	—	1264	Others Kyukyu Initial Equipment	—
	Nightwear	0	0	65	64	0	—	9080	1816	Shop South Country Garupos	P.195
	Grimwear	0	0	70	68	0	—	—	1980	Ship Deck MAP1	P.203
	Cheongsam	0	0	76	74	0	—	10890	2178	Shop Commercial City Mamoot	P.205
	Gothic cardigan	0	0	82	81	0	—	11380	2276	Supply Base Thoth	P.210
	Runewear	0	0	88	85	0	—	12870	2574	Shop North Country Tenos	P.214
	Fahcoat	0	0	79	88	0	Water +25%	—	3875	Others Talk to the old woman in the northern country Tenos MAP1	P.215
	Platinum Wear	0	0	98	96	0	—	—	5504	宝 Airship Ventos MAP2	P.228
	Clownery	0	0	105	103	0	—	—	6935	Treasure Sky Castle MAP6	P.232
	Mithril Wear	0	0	111	108	0	—	45450	9090	店 Sania Village	P.237
	Rare Wear	0	0	116	113	0	—	—	12940	Treasure Dawn Tower MAP7	P.249
	Holy Wear	0	0	123	120	0	Light+25%	—	13780	Dawn Tower	P.246
	Wild Cat	22	0	114	108	0	—	—	14360	Sa134 "Cat Search"	P.276
	Vermilion	0	0	150	146	0	Dark +25%	—	16600	Sa "Arena" Clear the Extra Cyan battle	P.285
	Final Chaketa ※3		0	225	207	0	—	—	1	落 Lapan [Super Rare]	P.330
	Silinuishork ※4		0	189	195	0	—	—	1	落 Gargoyle [Ultra Rare]	P.312

※1: Equippable only by Conway. ※2: Equippable only by Anju. ※3: Equippable only by Elmana. ※4: Equippable only by Kyukyu.

Armor: auxiliary equipment for the body. Stat increases are small.
Many characters can equip it, making it easy to reuse.

	Name	[Physical ATK	Magical ATK	Physical DEF	Magical DEF	Resistance	Purchase Price	Sell Price	Main Acquisition Methods	
Helmet (Luca, Spada, Ricardo, Kyukyu)	Heather Helm			Armor 01457	0	—	140	28	店 Mountain Pass Camp	P.143
	Armet Helm				0	—	250		Shop 50 Holy Capital Naos	P.151
	Iron Sallet				0	—	390		Shop 78 Regnum Stalactite Cave	P.161
	Cross Helm				0	—	510		Shop 102 Eastern Country Ashihara	P.167
	Duel Helm				0	—	650		Shop 130 Garam Port	P.173
	Brave Helm			8	0	—	700		Shop 140 Western Country Garam	P.178
	Glorious Helm				1	—	—	209	落 Shovusri [Super Rare]	P.317
	Knight Helm				0	—	1350		270 Shop South Country Galpos	P.195
	General Helm				0	—	—	306	落 Venom Insect [Super Rare]	P.309
	Silver Helm				0	—	1710		342 Shop Commercial City Mamoot	P.205
	Gothic Helm				0	—	1820		364 Supply Base Thoth	P.210
	Rune Helm				0	—	1980		396 Shop North Country Tenos	P.214
	Sacred Helm				0	Light +25%	—		874 Treasure Tenos Weapons Factory MAP4	P.223
	Nightmare Helm				−5	—	—		1552 Treasure Sky Castle MAP6	P.232
	Mithril Helm				0	—	10580	2116	Shop Sania Village	P.237
	Skeletal Mask				−3	—	—	3435	墓 Path of the Soul Pilgrimage, Kardia	P.240
	Golden Helm				0	—	—		2960 Treasure Dawn Tower MAP2	P.247
	Hyper Helm				0	—	—		6700 Treasure Triverse Gate 1st Floor MAP2	P.296
	Geonescory 5 ♯				0	—	—	1	宝 Triverse Gate 5th Floor MAP1	P.300
	Kruirosurem ※6				0	—	—	1	宝 Triverse Gate 8th Floor MAP2	P.303
Circlet (Ilia · Anju · Ermana · Conway)	Saka Tiara				0	—	130		Shop 26 Tōge Camp	P.143
	Circlet				0	—	190		Shop 38 Holy City Naos	P.151
	Iron Circlet				0	—	330		Shop 66 Regnum Stalactite Cave	P.161
	Oriental Crest				0	—	400		Shop 80 Eastern Country Ashihara	P.167
	Bronze Circlet				0	—	520		Shop 104 Garam Port	P.173
	Brave Circlet				0	—	550		Shop 110 Western Country Garam	P.178
	Light Circlet				0	Light +25%	—		Treasure 162 Battleship Ravender MAP4	P.193
	Jewel Circlet				0	—	1080		Shop 216 Southern Country Galpos	P.195
	Silver Circlet				0	—	1350		270 Shops Commercial City Mamoot	P.205
	Gothic Circlet				0	—	1440		288 Store Supply Base Tote	P.210
	Runic Circlet 0				0	—	1530		306 Shop North Country Tenos	P.214
	Platinum Circlet				0	—	—	880	盗 High-ranking Church Mage [2%]	P.313
	Mirage Crest				0	Light +25%	—		1438 Treasure Sky Castle MAP7	P.234
	Mithril Circlet				0	—	9870		1974 Shop Sania Village	P.237
	Cat Headband				2	—	—		1725 Sa 094 "Lottery Shop" Prize	P.270
	Headdress ※7				0	—	—		2044 Sa094 "Lottery Shop" Winning	P.270
	Star Circlet				0	—	—		2600 Treasure Tower of Dawn MAP10	P.250
	Eclipse Circle				0	—	—	3060	宝 Galbos Jungle MAP2	P.199
	Elemental Crest	0			0	Fire·Water·Land Nine +25%			5660 Treasure Triverse Gate 1st Floor MAP2	P.296
	Brum Sanatio ※8	0	0	57	69	0	—	—	1 宝 Triverse Gate 6th Layer MAP2	P.301
	Saga Kaber 9 ♯	0	0	54	71	0	—	—	1 Treasure Triverse Gate 8th Layer MAP2	P.303
Hat (Male Character)	Knit Cap	0	0	6	0	0	—	110	22 Shop Royal Capital Regnum	P.140
	Beret	0	0	6	2	1	—	130	26 Shop Mountain Pass Camp	P.143
	Fine Beret	0	3	3	4	0	—	170	34 Shop Holy Capital Naos	P.151
	Round Beret	2	0	9	5	0	—	310	62 Shop Regnum Limestone Cave	P.161
	Nightcap	0	0	9	8	0	闇 +25%	390	Shop 78 East Country Ashihara	P.167
	Feather Hat	4	0	10	7	0	Wind +25%	440	Shop 88 Garam Port	P.173

※5: Usable by Luca only. ※6: Usable by Kyukyu only. ♯ 7: Usable by Luca as well; Conway cannot equip.
※8: Usable by Anju only. 9: Usable by Conway only.

	Name	Physical Attack	Magic Attack	Physical Defense	Magic Defense	Resistance	Defense Level	Sell Value	Main Acquisition Methods	
Hat (Male Character)	Hunting Beret		2			—	490	98	Shop West Country Garam	P.178
	Silk Hat		7			—	990	198	Shop South Country Galpos	P.195
	Silver Hat		0			Dark +25%	1440	288	Shop Commercial City Mamoot (Mamuto)	P.205
	Captain Hat		0			Water +25%	—	600	Sa 084 "Fragrance of Romance ③"	P.269
	Green Beret		0			Earth +25%	1620	324	Shop Supply Base Toht (Tote)	P.210
	Rune Beret	0	11			—	1800	360	Shop Northern Country Tenos	P.214
	Sharpka ※1	6	0	22	19	0 Water +25%	—	814	Others Aunt in the northern country Ténos MAP 3 Talk to んに	P.215
	Wizard Hat	0	12	17	23	0	—	—	1596 Garden of Divine Waiting MAP4	P.219
	Cowboy Hat	13	0	23	20	0	—	9380	1876 Shop Sania Village	P.237
	Starlet	0	9	22	31	0	Light Dark +25%	—	2810 Tower of Dawn MAP9	P.250
	Aiflred Hat	7	6	34	24	2	Water/Wind +25%	—	3280 Sa 145 "Scent of Romance ⑤"	P.277
	Demon's Cap (デモンズキャップ)	8	6	32	30	0	光 −50% / 闇 +50%	—	6020 Treasure Trivers Gate 2nd Floor MAP2	P.297
	Brezza Cappello ※2	0	0	68	57	0	—	—	1 Treasure Trivers Gate 6th Floor MAP2	P.301
	Finstanis Hoot ※3	0	0	65	60	0	—	—	1 3 Trivers Gate 7th Floor MAP1	P.302
Ribbon (female characters)	il Ribbon	0	0	1	5	0	—	120	24 Shop Royal Capital Regnum	P.140
	Check Ribbon	0	0	1	8	1	—	210	42 Shop Holy Capital Naos	P.151
	Blue Ribbon	0	0	8	11	0	Water +25%	—	66 Uparpa [2%]	P.309
	Kanzashi (hairpin)	3	0	6	9	0	—	410	82 Shop Eastern Country Ashihara	P.167
	Green Ribbon	0	4	7	12	0	Wind +25%	—	118 Calypso Mine MAP2	P.175
	Red Ribbon	6	0	10	10	0	Fire +25%	—	122 Treasure Kerm Volcano MAP2	P.180
	Purple Ribbon	0	7	9	13	0	Lightning +25%	—	130 Treasure Otherworld Rift — Niegel MAP2	P.185
	Orange Ribbon	0	0	15	18	1	Earth +25%	—	216 Other Kyukyu Starting Equipment	—
	Black Ribbon	6	6	17	17	0	Dark +25%	—	370 Remrath Marsh	P.206
	White Ribbon	0	0	19	25	3	Light +25%	—	484 Tenos Weapons Factory MAP6	P.225
	Ancient Clothes	0	10	16	23	0	Light Dark +25%	—	902 Treasure Sky Castle MAP7	P.235
	Pretty Ribbon	12	0	21	19	0	—	—	1688 Other Talk to a Myuce in the M yuce Village MAP1	P.238
	Weird Ribbon	0	0	27	34	5	—	—	2780 Treasure Dawn Tower MAP10	P.250
	Magical Ribbon ※4	0	15	17	32	0	—	—	3560 Treasure Regnum Stalactite Cave MAP1	P.161
	Elemental Ribbon 10	10	39	40	0		Fire-Water-Land Mine +25%	—	6540 ba Triverse Gate 2nd Floor MAP2	P.297
	Anticonastro 5※	0	0	56	67	0	—	—	1 Triverse Gate 5th Floor MAP3	P.300
	Ganar Shinta ※6	0	0	69	59	0	—	—	1 Triverse Gate 7th Floor MAP2	P.302

*1: Equippable by all. *2: Equippable by Sparda only. *3: Equippable by Ricardo only. *4: Also equippable by Luca.
*5: Equippable by Ilia only. *6: Equippable by Elmana only.

TOPICS How to Obtain Items Not Sold in Shops, Part 1

Among items, things like "Treat," "Specific," "Elixir," "All Divide," and herbs such as "Sage" and "Chamomile" that permanently raise various stats are extremely useful. However, these are not sold in shops so they are hard to collect in quantity. Here is a summary of the main ways to obtain such items for use on your adventures. Note that the table is read the same way as the "Item Data" section (P.333).

● Main ways to obtain items not sold in shops (Part 2 on P.344)

Item name	Main acquisition method			
Specific	Treasure Ashihara Royal Tomb MAP4 P.170	Treasure Remles Marsh MAP7 P.208	Treasure: Tenos Weapons Factory MAP6 P.225	
	Sky Castle MAP8 P.235	Soul Pilgrimage Route Kardia MAP9 P.244	Treasure: Dawn Tower MAP4 P.249	
	Drop: Glory Pot [Ultra Rare] P.315	Drop: Gurnouil [Ultra Rare] P.315	\"Arena\" Defeat Cyan P.285	
Treat	Treasure: Kelmu Volcano MAP4 P.180	Treasure: Remures Marsh MAP7 P.208	Treasure: Tenos Weapons Factory MAP6 P.225	
	Sky Castle MAP8 P.235	Treasure: Soul Pilgrimage Route Kardia MAP9 P.244	Treasure: Dawn Tower MAP4 P.249	
	Killer Goyle [Ultra Rare] P.314	Drop: Killer Tiger [Ultra Rare] P.314	\"Arena\" Defeat Chitose P.285	

Accessory

All characters can equip accessories.
Some have special effects not found elsewhere.

Name	Effect	Purchase Price	Sell Price	Main Acquisition Methods	
Poison Charm	50% chance to prevent poison status	1000	200	shops Holy Capital Naos	P.151
Poison Check	Completely prevents poison status	—	1600	Kaeyups Mine MAP2	P.175
Weakness Charm	50% chance to prevent debilitated status	3000	600	Shop Eastern Country Ashihara	P.167
Week Check	Completely prevents debilitated status	—	1600	E Ashihara Royal Tomb	P.169
Paralyze Charm	50% chance to prevent paralysis status	1000	200	Shop Holy Capital Naos	P.151
Paralysis Check	Completely prevents paralysis	—	800	Treasure Galpos Orchard MAP1	P.197
Fear Charm	50% chance to prevent fear	5000	1000	Shop Commercial City Mamoot	P.205
Fear check	Completely prevents fear	—	2400	Sa085 "Lockpicker Kyukyu ②"	P.269
Stone Charm	50% chance to prevent petrification	5000	1000	Shops South Country Galpos	P.195
Stone Check	Completely prevents petrification	—	2400	Sa 118 "Romance Fragrance ④"	P.273
Piyohan	Halves stun duration	—	1000	Sa 078 "Romance Fragrance ①"	P.269
Piyonon	Cannot be stunned	—	2000	Sa 104 "Accessory Maker ①"	P.272
Amulet	Prevents all status ailments with a 50% chance	—	1200	Sa 113 "Led by Flowers"	P.273
Blue Amulet	Completely prevents all status ailments	—	2600	Negasion Delice [Guaranteed]	P.322
Laurel	Prevents all status changes with a 50% chance	—	900	Treasure Battleship Lavendel MAP6	P.193
Blue Laurel	Completely prevents all status changes.	—	2400	Sa "Arena" Clear the advanced party battle	P.285
World Check	Prevents all status ailments and changes with a 50% chance	—	1400	Sa 129 "Adventurer Who Travels the World ⑩6"	P.275
Clona Symbol	Completely prevents all status ailments, changes, and stun	—	3000	Sa "Arena" Clear the special party battle	P.285
Flare Mantle	Fire resistance +25%	1000	200	Shop West Country Garam	P.178
Garnet	Fire resistance +50%	—	800	Mount Kelm Volcano MAP3	P.180
Aqua Mantle	Water-attribute resistance increased by 25%	1000	200	Shop Northern Country Tenos	P.214
Aquamarine	Water-attribute resistance increased by 50%	—	800	Other Northern Country Tenos MAP1 Talk to the woman in the inn	P.215
Earth Mantle	Earth-attribute resistance increased by 25%	1000	200	Shop Southern Country Galpos	P.195
Ruby	Earth-attribute resistance increased by 50%	—	800	Galpos Jungle	P.199
Wind Mantle	Wind-attribute resistance increased by 25%	1000	200	Shop East Country Ashihara	P.167
Opal	Wind-attribute resistance increased by 50%	—	800	Airship Ventos MAP2	P.228
Thunder Mantle	Thunder-attribute resistance increased by 25%	1000	200	Shop West Country Garam (after Kelm Volcano)	P.178
Sardonyx	Thunder-attribute resistance increased by 50%	—	800	Treasure Otherworld Rift - Nigel MAP4	P.185
Light Mantle	Light-attribute resistance increased by 25%	4000	800	Shop North Country Tenos (after Garden of Waiting for Souls)	P.214
Topaz	Light-attribute resistance increased by 50%	—	1600	Treasure Tenos Weapons Factory MAP5	P.225
Dark Mantle	Dark-attribute resistance increased by 25%	4000	800	Shop Commercial City Mamoot	P.205
Amethyst	Dark-attribute resistance increased by 50%	—	1600	Treasure Remres Marsh MAP5	P.208
Black Onyx	Maximum HP increased by 30%	—	1600	Side Event 1 "Scent of Romance ②"	P.269
Moon Crystal	Maximum TP increased by 30%	—	1600	Side Event 119 "Daughter Who Thinks of Her Father"	P.273
Alexandrite	Max HP and Max TP increased by 25%	—	3000	Side Event 116 "Admiration ②"	P.273
Rabbit Symbol	Luck increases	1000	200	Shop Holy Capital Naos	P.151
Turquoise	Luck increases by 3	—	800	SA065 "Fated Person"	P.267
Attack Ring	Physical and magical attack increase by 5% ※	—	400	Hasta (2) [Guaranteed]	P.323
Feat Symbol	Physical attack increases by 10% ※	—	1200	SA122 "Accessory Maker ②"	P.274
Talisman	Physical defense increases by 5%	—	200	Minernos Base	P.155
Brute Talisman	Physical defense increases by 10% ※	—	600	Northern Battlefield	P.211
Yellow Talisman	Magic defense increases by 10% ※	—	600	Garden of Divine Waiting MAP4	P.219
Magic Mist	Escape time is reduced	—	1000	Sa 083 "Good Person?"	P.269
Risky Ring	Physical and magic defense decrease by 100%, and all arts TP costs become 1 ※	—	10000	fall Bēto Deanshan [Confirmed]	P.325
Barbatos Ring	Items cannot be used, and physical attack increases by 150%	—	200	Obtained by clearing the "Arena" extra Girdle battle	P.285
Demon's Ring	All stats increase by 50% and Luck rises by 5. When hit by an enemy attack, there is a 10% chance to become incapacitated ※	—	8000	Drop Mesaje de Ciel [Guaranteed]	P.329
Dice	Acquired grade increases by 10%	—	600	Treasure Garbos Jungle MAP6	P.201
Blue Dice	Acquired grade increased by 20%	—	1600	Sa 152 "Accessory Maker ③"	P.278

※ The change in status values is calculated based on figures that exclude the effects of other equipment, titles, and abilities.

Ingredients'

All ingredients needed to prepare dishes can be purchased at shops.

Name	Buy Value	Sell	Main Acquisition Methods	
Squid	10		Shop 2 East Country Ashihara	P.167
Strawberry	20		4 shops Garam Port	P.173
Shrimp	10		Shop 2 East Country Ashihara	P.167
Mushroom	10		Shop 2 Holy Capital Naos ※1	P.151
Cabbage	10		2 Shop Holy City Naos	P.151
Kelp	10		Shop 2 East Country Ashihara	P.167
Salmon	20		4 Shop Holy City Naos *1	P.151
Mackerel	10		2 Shop Holy City Naos	P.151
salt	5		1 shop Holy Capital Naos	P.151
daikon	20		4 shops Eastern Country Ashihara	P.167
egg	10		2 Shop Holy City Naos	P.151
Onion	10		Shop 2 Holy Capital Naos ※1	P.151
Cheese	30		Shop 6 Garam Port	P.173 Miso
Chicken	20		Shop 4 Holy Capital Naos	P.151
Chocolate	40		Shop 8 Holy Capital Naos	P.151
Tofu	20		4 Shop Holy City Naos *1	P.151
Tomato	10		2 Shop Holy City Naos	P.151
Carrot	10		Shop 2 Holy Capital Naos ※1	P.151
Garlic	10		Shop 2 Garam Port	P.173

Name	Purchase Value	Recharge	Main Acquisition Methods	
Negi	20		Shop 4 Holy Capital Naos	P.151
Nori	5		Shop 1 Holy Capital Naos	P.151
Chinese cabbage	10		Shop 2 Garam Port	P.173
Banana	10		2 Shop Holy City Naos	P.151
Bread	20		Shop 4 Holy Capital Naos	P.151
Peach	15		3 Shop Southern Country Garpos	P.195
Beef	40		8 Shop Holy City Naos *1	P.151
funa	500	100 shop	East Country Ashihara 140 After clearing "funa-zushi"	P.167
pork	30		6 shops Holy Capital Naos	P.151
Potato	10		2 Shop Holy City Naos	P.151
Tuna	30		Shop 6 East Country Ashihara	P.167
	40		Shop 8 Holy Capital Naos	P.151
Milk	10		2 Shop Holy City Naos	P.151
Mochimocchi Flour	20		Shop 4 Holy Capital Naos	P.151
Rice	20		Shop 4 Holy Capital Naos	P.151
Apple	10		Shop 2 Holy Capital Naos ※1	P.151
Lettuce	10		2 Shop Holy City Naos	P.151

※1: From the shopkeeper's mansion onward.

TOPICS How to Obtain Items Not Sold in Shops, Part 2

●Main methods to obtain items that are not sold (see method ① on p.34)

Item name	Main Acquisition Methods
Elixir	Battleship Ravendel MAP6 p.193 Treasure Garden of Waiting for Gods MAP4 p.219 Treasure Sky Castle MAP7 P.235 Pilgrimage of Souls Kardia MAP9 p.244 Treasure Tower of Dawn MAP8 p.250 Treasure Triverse Gate 1st Layer MAP2 p.296
All Divide	Garden of Waiting for Gods MAP4 p.219 Treasure Sky Castle MAP7 p.235 Treasure Pilgrimage of Souls Kardia MAP8 p.243 Tower of Dawn Treasure MAP8 P.250 Treasure Tower of Dawn MAP10 p.250 "Arena" Defeat Albert P.285
Sage	Treasure Regnum Pass MAP4 P.145 Drop Cyan (1) [Guaranteed] p.317 "Colosseum" Win the Beginner Single Match p.285
Red Sage	Northern Battlefield MAP2 P.212 Treasure Sky Castle MAP7 P.235 Pilgrimage of Souls Kardia MAP9 p.244 Triverse Gate 4th Layer MAP1 p.299 "Colosseum" Win the Special Single Match ※2 p.285
Savory	Calypso Mine MAP3 p.176 Treasure Airship Wenthos MAP2 P.228 Drop Albert [Guaranteed] P.308 Gigantes Z [Confirmed] P.313 Drop Chitose (2) [Confirmed] P.320 "Arena" Win the beginner single match P.285
Red Savory	Treasure Sky Castle MAP7 P.235 Treasure Dawn Tower MAP10 P.250 "Arena" Win the special single match ※3 P.285
Lavender	Treasure Regnum Stalactite Cave MAP3 P.161 Galpos Orchard MAP3 p.197 Room God-waiting Garden MAP2 P.219 Drop Hasta (1) [Confirmed] P.323 "Arena" Win the intermediate single match 2 P.285 "Arena" Win the intermediate party match P.285
Red Lavender	Sky Castle MAP7 P.235 Pilgrimage of Souls Kardia MAP8 P.243 "Arena" Win first place in Single Battle (Special) *2 P.285
Verbena	Treasure Forest of Sorrow MAP5 p.153 Treasure Regnum Stalactite Cave MAP3 P.161 Treasure: Garbos Orchard MAP1 P.197 Sky Castle MAP2 P.231 Drop: Cyan (2) [Guaranteed] P.317 "Arena" Win first place in Single Battle (Intermediate) *2 P.285
Red Verbena	Treasure: Sky Castle MAP7 P.235 Treasure: Trivers Gate 1st Floor MAP1 P.296 "Arena" Win first place in Single Battle (Special) *2 P.285
Chamomile	Battleship Lavender MAP1 P.190 Treasure: Northern Battlefield MAP2 P.212 Treasure: Sania Village MAP1 P.237 Drop: Chitose (1) [Guaranteed] P.319 "Arena" Win first place in Single Battle (Intermediate) *3 P.285 "Arena" Win first place in Party Battle (Intermediate) P.285
Red Chamomile	Treasure: Sky Castle MAP7 P.235 Pilgrimage of Soul: Kardia MAP7 P.243 "Arena" Win the Single Battle Special ※3 P.285
Saffron	Treasure: Worried Forest MAP5 P.153 Treasure: Ashihara Royal Tomb MAP1 P.170 Treasure Remless Marsh MAP6 P.208 Treasure: Sky Castle MAP1 P.231 Fall Hasta (3) [Confirmed] P.324 "Arena" Win the Single Battle Intermediate ※3 P.285
Red Saffron	Sky Castle MAP7 Treasure: Dawn Tower MAP8 P.235 P.250 Treasure: Tryverse Gate 2nd Layer MAP1 P.297 Treasure: Tryverse Gate 7th Layer MAP1 P.302 "Arena" Win the Single Battle Special ※3 P.285

※2: Win with one of Luca Spada, Ermana, or Kyukyu. ※3: Win with one of Ilia Anju, Ricardo, or Conway.

Valuables

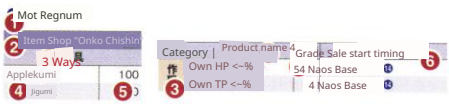
Primarily necessary for progressing the story and sub-events
Key items. Most cannot be sold.

Name	Effect	Main Acquisition Methods	
Sorcerer Ring	Shoots a small flame	Obtained at I Ashihara Royal Tomb 1	P.168
Battle Book	Unlocks ability to view the battle system	Obtained at I Capital Regnum	P.140
Monster Compendium	Monsters encountered are registered, and their information can be viewed	Obtained at I Capital Regnum	P.140
Golden Merchant Statue	Use at Shopkeeper's Mansion MAP1	Obtained at Shopkeeper's Mansion	P.163
Silver Merchant Statue	Use at Shopkeeper's Mansion MAP1	Obtained at I Shopkeeper's Mansion 2	P.163
Bronze Merchant Statue	Use at Shopkeeper's Mansion MAP1	Obtained at the shopkeeper's residence	P.163
Pickaxe	Used to break rocks in the Calyps Mine	Obtained in Calyps Mine	P.174
Bomb	Used to break boulders in the Calyps Mine	Obtained in Calyps Mine	P.174
Stern Key	Required to enter the stern of the warship Lavendel	Obtained on the warship Lavendel	P.189
Sorcerer Ring (Modified)	launches a more powerful flame	Obtained in SA 166 "Reunion of Ardacoda and Soda", p.280	
Monster Fang	Used in "Accessory Maker ②". Sells for 100G	Galbo Giant Lizard [Rare]	P.312
Monster Scale	Used in "Accessory Maker ②". Sells for 100G	Merman [Rare]	P.327
Monster Claw	Used in "Accessory Maker ①". Sells for 100G	Drop: Earth Bat [Rare]	P.307
Monster Pelt	Used in "Accessory Maker ②" No.122. Sells for 100G	Wolf [Rare]	P.310
Monster Feather	Used in "Accessory Maker ①". Sells for 100G	Basabasa [Rare]	P.323
Brooch	011 "Lost Brooch" Required to clear	Others Found on Regnum Pass MAP1	P.145
Letter	061 "Great Thief on the Corner ②" Required to clear	Obtained in S 061 "Great Thief on the Corner ②"	P.267
Flower	113 "Led by Flowers" Required to clear	Obtained in S 086 "Daughter Who Cares for Her Father"	P.269
Requested Package	120 "Bad Dish ②" Required to Clear	120 Obtained in "Bad Cooking ②"	P.273
Seedah's Letter	168 "Letter from the Myus Tribe" required to clear	168 Obtained in "Letter from the Myus Tribe"	P.280
Letter to Seedah	168 "Letter from the Myus Tribe" required to clear	168 Obtained in "Letter from the Myus Tribe"	P.280
Wishing Gem [Heaven]	169 Used in "Hidden Power"	169 Obtained in "Hidden Power"	P.280
Wishing Gem [Earth]	169 Used in "Hidden Power"	169 Obtained in "Hidden Power"	P.280
Wishing Gem [People]	169 Used in "Hidden Power"	169 Obtained in "Hidden Power"	P.280
Vulcan's Crimson Sword	131 Used in "Heavenly World's Legacy: Luca Chapter"	Obtained in 131 "Heavenly World's Legacy: Luca Chapter"	P.275
Vulcan's Azure Sword	157 Used in "Heavenly World's Legacy: Ilia Chapter"	Obtained in 157 "Heavenly World's Legacy: Ilia Chapter"	P.279
Vulcan's Emerald Sword	137 Used in "Heavenly World's Legacy: Spada Chapter"	137 Obtained in "Heavenly World's Legacy: Spada Chapter"	P.276
Vulcan's White Sword	132 Used in "Heavenly World's Legacy: Anju Chapter"	Obtained in 132 "Heavenly World's Legacy: Anju Chapter"	P.275
Vulcan's Black Sword	147 Used in "Heavenly World's Legacy: Ricardo Chapter"	Obtained in 147 "Heavenly World's Legacy: Ricardo Chapter"	P.277
Vulcan's Orange Sword	146 Used in "Heavenly World's Legacy: Ermana Chapter"	Obtained in 146 "Heavenly World's Legacy: Ermana Chapter"	P.277
Vulcan's Pink Sword	142 Used in "Heavenly World's Legacy: Kyukyu Chapter"	Obtained in 142 "Heavenly World's Legacy: Kyukyu Chapter"	P.277
Vulcan's Rainbow Sword	138 Used in "Heavenly Realm's Legacy: Conway Chapter"	Sa138 Obtained in "Heavenly Realm's Legacy: Conway Chapter"	P.276
Crimson Lotus Crystal	176 Used in "Heaven Sword Varuna"	Gerie [Super Rare]	P.315
Lapis Lazuli (瑠璃晶石)	177 Used with "Spirit Gun Lucifer"	Fall Ansect [Super Rare]	P.309
Jade Crystal	Used with 178 "Divine Sword Susanoo"	Drop Sorda [Ultra Rare]	P.319
Silver Star Gem	179 Used with "Radiant Sword Israfil"	Trezor [Super Rare]	P.322
Black Star Crystal	Used in [180 "Divine Gun Hades"]	Drop: Tirar [Super Rare]	P.320
Amber Crystal	Used in 181 "Thunder Fist Rudra"	Macchia Trenta [Super Rare]	P.328
Coral Crystal	Used in 182 "Phantom Spear Athena"	Chevalier [Ultra Rare]	P.317
Alien Pole Crystal	Used in 183 "True Tome Asclepius"	Ombre [Ultra Rare]	P.311

Shop Data

Summarizes the inventory and prices of shops in each area, as well as the timing of when items begin to be s old. Among these, the Grade Shop lineup is the same at all stores and only expands as the story progresses.

2 How to read shop data



1 Place name
Location of the shop.

② Shop name
The name of that shop.

3 Product category
Category of products sold.

④ Product name
Product name.

Price ⑤
Product price. For items at item /weapon shops, the unit is Gald. For Grade Shop, the unit is Grade. ⑥ Sale start timing For items that become available partway through the story, the timing is noted with letters such as A. The meanings of each are listed at the end of the table.

Item Shop ・ Armory ・ General Store

●Royal Capital Regnum

Item Shop "Onko Chishin"		
Items		
Apple Gummy		100
Orange Gummy		200
Poison Bottle	A	150
Paralyze Bottle	A	150
Life Bottle		500
Dark Bottle	A	300
Holy Bottle	A	300
Spectacles		10
Ingredients		
pork	B	30
Chicken	B	20
egg	A	10
Salmon	A	20
Mackerel	A	10
のり	B	5
Onion	A	10
Potato	B	10
Carrot	A	10
Tomato	A	10
Mushroom	A	10
Lettuce	A	10
Cabbage	B	10
Negi	A	20
Banana	A	10
Chocolate	B	40
Rice	B	20

Ingredients (continued)		
Bread	A	20
Mochi Mocchin Flou	B	20
Milk	B	10
salt	B	5
Miso	A	40

A Naos Base onward.
B Western Battlefield onward.

Armor Shop "Unkai Soten"		
Weapons		
Broadsword		240
Iron Sword	A	330
Revolver SA		210
Military Mag	A	270
Osafune	A	310
Armor		
Haute Couture		180
Leather Mail	A	260
Casual Jacket		160
Leather Guard	A	190
Knitwear	B	2010
Armor Head		
Leather Helm	A	140
Knit Cap		110
Beret	A	130
Ribbon		120
Hairband	A	130

Accessory		
Poison Charm C		1000
Paralyze Charm	C	1000
Rabbit Symbol C		1000

A: Western Battlefield from 8 onward.
B Regnum Stalactite Cave onward.
C Holy Capital Naos START onward.

●Translocation Arena Achillea (near the Royal Capital Regnum)

Teleport Shop "Wing"		
Items		
Apple Gummy		100
Orange Gummy		200
Poison Bottle	A	150
Paralysis Bottle	A	150
Life Bottle		500
Dark Bottle	A	300
Holy Bottle	A	300
Spectacles		10
Ingredients		
pork	B	30
Chicken	B	20
egg	A	10
Salmon	C	20
Mackerel	A	10
Nori	B	5
Onion	C	10
Potato	B	10

Ingredients (continued)		
Carrot	C	10
Tomato	A	10
Mushroom	C	10
Lettuce	A	10
Cabbage	B	10
Negi	A	20
Banana	A	10
Chocolate	B	40
Rice	B	20
Bread	A	20
Mochi Mocchin Flou	B	20
Milk	B	10
salt	B	5
Miso	A	40
Accessory		
Poison Charm A		1000
Paralyze Charm	A	1000
Rabbit Symbol	A	1000

A: After Sacred Capital Naos START.
B: After the Western Battlefield.
C: Naos Base onward.

● Mountain Pass Camp

Item Shop "Traveling Compar		
Items		
Apple Gummy		100
Orange Gummy		200
Poison Bottle	A	150

Items (continued)	
Paralay Bottle A	150
Life Bottle	500
Spectacles	10
Ingredients	
pork A	30
Chicken A	20
のり A	5
Potato A	10
Cabbage A	10
Chocolate A	40
Rice A	20
Mochi Mocchin Flour A	20
Milk A	10
salt A	5

A: After the Western Battlefield.

Armor Shop "The World Is C	
Weapons	
Broadsword	240
Iron Sword A	330
Revolver SA	210
Military Mug A	270
Osafune A	310
Armor	
Haute Couture	180
Leather Mail A	260
Casual Jacket	160
Leather Guard A	190
Armor Head	
Leather Helm	140
Hairband	130
Knit Cap	110
Beret	130
Ribbon	120

A: From the Western Battlefield onward.

● Western Battlefield

Supply Soldier "Supply"	
Items	
Apple Gummy	100
Orange Gummy	200
Paralysis Bottle	150
Life Bottle	500
Spectacles	10
Chicken A	20
Nori A	5
Potato A	10
Chocolate A	40
Rice A	20
Milk A	10
Salt A	5
Weapons	
Iron Sword	330
Military Mag	270
Osafune	310

Armor	
Leather Mail	260
Leather Guard	190
Armor Head	
Leather Helm	140
Hairband	130
Beret	130

A: After the Western Battlefield.

● Holy Capital Naoce

Item Shop "Prosperity Is Fleeting"	
Items	
Apple Gummy	100
Orange Gummy	200
Poison Bottle	150
Paralysis Bottle	150
Life Bottle	500
Dark Bottle	300 Apple Gummies
Holy Bottle	300
Spectacles	10
Ingredients	
Beef A	40
pork	30
Chicken	20
egg	10
Salmon A	20
Mackerel	10
Nori	5
Onion A	10
Potato	10
Carrot A	10
Tomato	10
Tofu A	20
Mushroom A	10
Lettuce	10
Cabbage	10
Negi	20
Banana	10
Apple A	10
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
salt	5
Miso	40

A: From the shopkeeper's mansion onward.

Armorer "Haja Kensho"	
Weapons	
Great Sword	1650
Revolver DA	1470
Duel Blade	1260
Armor	
Hard Mail	910
Fine Guard	750

Armor - Body (continued)	
Magisanewron A	840
Benediction B	1070
Armor Head	
Armet Helm	250
Circlet	190
Fine Pellet	170
Check Ribbon	210
Accessory	
Poison Charm	1000
Paralyze Charm	1000
Rabbit Symbol	1000

A: From the Sorrowful Forest onward.
B: From Naoce Base onward.

● Naoce Base

General Store "Fateful Encounters"	
Items	
Orange Gummy	100
Poison Bottle	200
Paralysis Bottle	150
Life Bottle	150
Dark Bottle	500
Holy Bottle	300
Spectacles	10
Ingredients	
pork	30
Chicken	20
egg	10
Mackerel	10
のり	5
Potato	10
Tomato	10
Lettuce	10
Cabbage	10
Negi	20
Banana	10
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
salt	5
Miso	40
Weapons	
Great Sword	1650
Revolver DA	1470
Duel Blade	1260
Armor ・ Body	
Hard Mail	910
Fine Guard	750
Magisanewron	840
Armor Head	
Armet Helm	250
Circlet	190
Fine Beret	170

Armor Head (continued)	
Check Ribbon	210
Accessory	
Poison Charm	1000
Paralysis Charm	1000
Rabbit Symbol	1000

General Store "Struggling"	
Items	
Apple Gummy	100
Orange Gummy	200
Poison Bottle	150
Paralysis Bottle	150
Life Bottle	500
Dark Bottle	300
Holy Bottle	300
Spectacles	10
Ingredients	
pork	30
Chicken	20
egg	10
Mackerel	10
のり	5
Potato	10
Tomato	10
Lettuce	10
Cabbage	10
Negi	20
Banana	10
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
salt	5
Miso	40
Weapons	
Great Sword	1650
Revolver DA	1470
Duel Blade	1260
Armor	
Hard Mail	910
Fine Guard	750
Magisanewron	840
Armor Head	
Armet Helm	250
Circlet	190
Fine Beret	170
Check Ribbon	210
Accessory	
Poison Charm	1000
Paralysis Charm	1000
Rabbit Symbol	1000

● Regnum Stalactite Cave

General Store "Lost in the B	
Items	
Apple Gummy	100
Orange Gummy	200
Poison Bottle	150
Paralysis Bottle	150
Diney Bottle	500
Life Bottle	500
Dark Bottle	300
Holy Bottle	300
Spectacles	10
Ingredients	
pork	30
Chicken	20
egg	10
Salmon	20
Mackerel	10
のり	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Lettuce	10
Cabbage	10
Negi	20
Banana	10
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
salt	5
Miso	40
Weapons	
Radius Sword	2770
Rapid Trigger	2270
Blitz Blade	2590
Thunder Barrel	2730
Protect Knife	2120
Yellow Kings	2550
Armor	
Iron Mail	2250
Iron Guard	1980
Silk Cloak	1710
Armor Head	
Iron Sallet	390
Iron Circlet	330
Round Beret	310
Accessory	
Poison Charm	1000
Paralyze Charm	1000
Rabbit Symbol	1000

● Eastern Country As

Alley"Tool Shop "Cherry Blossoms	
Items	
Apple Gummy	100
Orange Gummy	200
Mixed Gummies	1000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Diney Bottle	500
Life Bottle	500
Dark Bottle	300
Holy Bottle	300
Spectacles	10
Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
のり	5
funa A	500
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Negi	20
daikon	20
Banana	10
Apple	10
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
salt	5
Miso	40

A : ▮ 40 Funazushi" after clearing.

Armory "Kachofugetsu"	
Weapons	
Willow-Leaf Sword	3410
Wagtail	2930
Oriental Blade	3100
Yatagarasu	3000
Exorcism Blade	3600
Flame Gauntlets	3380 Daikon
Golden Branch Chapter	3350

Armor ・ Body	
Lamellar Leather	2970
Lamella Guard	2520
Feather Robe	2250
Steelwear	2970
Armor Head	
Cross Helm	510
Oriental Crest	400
Night Cap	390
Kanzashi (hairpin)	410
Accessory	
Poison Charm	1000
Weakness Charm	3000
Paralyze Charm	1000
Wind Mantle	1000
Rabbit Symbol	1000

●Garam Port

Tool Shop "Tairyoki"	
Tools	
Apple Gummy	100
Orange Gummy	200
Mixed Gummies	1000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Diney Bottle	500
Life Bottle	500
Dark Bottle	300
Holy Bottle	300
Spectacles	10
Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
のり	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
	20
Strawberry	20

Ingredients (continued)	
Banana	10
Apple	10
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
Cheese	30
salt	5
Miso	40

Armory "Kinpa Ginpa"	
Weapons	
Bastard Sword	3820
Aeromag	4200
Wind Rapier	4080
Assault Rifle	3610
Progress Knife	3830
Blade Knuckles	3560
Tetrabiblos	3640
Armor	
Sprint Mail	3510
Half Guard	3060
White Cloak	2610
Whitewear	3400
Armor Head	
Duel Helm	650
Bronze Circlet	520
Feather Hat	440
Accessory	
Poison Charm	1000
Weakness Charm	3000
Paralyze Charm	1000
Flare Mantle A	1000
Wind Mantle	1000
Thunder Mantle A	1000
Rabbit Symbol	1000

A After the Otherworld ▮ft — Niegel.

● Western Country Garam

Item Shop "Kienbanjo"	
Items	
Apple Gummy	100
Orange Gummy	200
Mixed Gummies	1000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Diney Bottle	500
Life Bottle	500
Dark Bottle	300
Holy Bottle	300
Spectacles	10
Ingredients	
Beef	40

Ingredients (continued)	
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
Nori	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
daikon	20
Strawberry	20
Banana	10
Apple	10
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
Cheese	30
salt	5
Miso	40

Armor/Weapon Shop "Kakka Ge[illegible]"	
Weapons	
Grim Sword	4100
Quick Worker	4610
Crescent Blade	4220
Artisan Barrel	4030
Coral Dagger	4340
Jerid Saphirus	3870
R'lyeh Text	3950
Armor - Body	
Breastplate	3850
Breast Guard	3220
Black Robe	2850
Blackwear	3500
Armor Head	
Brave Helm	700
Brave Circlet	550
Hunting Beret	490
Accessory	
Poison Charm	1000
Weakness Charm	3000
Paralyze Charm	1000

Accessories (continued)	
Flare Mantle	1000
Wind Mantle	1000
Thunder Mantle A	1000
Rabbit Symbol	1000

A: From Kelmu Volcano onward.

●Translocation Arena Achillea
(Near the western country Garam)

Teleport Shop "Wing"	
Items	
Apple Gummy	100
Orange Gummy	200
Mixed Gummies	1000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Diney Bottle	500
Life Bottle	500
Dark Bottle	300
Holy Bottle	300
Spectacles	10
Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
のり	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
daikon	20
Strawberry	20
Banana	10
Apple	10
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
Cheese	30
salt	5

Ingredients (continued)	
Miso	40
Accessory	
Poison Charm	1000
Weak Charm	3000
Paralyze Charm	1000
Flare Mantle	1000
Wind Mantle	1000
Thunder Mantle A	1000
Rabbit Symbol	1000

A: From Kelmu Volcano onward.

●Battleship Lavendel

General Store "Ichigo Ichie"	
Items	
Apple Gummy	100
Orange Gummy	200
Mixed Gummies	1000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Diney Bottle	500
Life Bottle	500
Dark Bottle	300
Holy Bottle	300
Spectacles	10
Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
のり	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
daikon	20
Strawberry	20
Banana	10
Apple	10
Chocolate	40
Rice	20
Bread	20

Ingredients (continued)	
Mochi Mocchin Flour	20
Milk	10
Cheese	30
salt	5
Miso	40
Accessory	
Poison Charm	1000
Weakness Charm	3000
Paralyze Charm	1000
Flare Mantle	1000
Wind Mantle	1000
Thunder Mantle	1000
Rabbit Symbol	1000

●Southern Country Galpos

Item Shop "Dragon's Bounty"	
Items	
Apple Gummy	100
Lemon Gummy	800
Orange Gummy	200
Pine Gumi	1500
Mixed Gummies	1000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Stone Bottle	150
Diney Bottle	500
Life Bottle	500
Dark Bottle	300
Holy Bottle	300
Spectacles	10
Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
Nori	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
daikon	20

Ingredients (continued)	
Strawberry	20
Banana	10
Apple	10
Peach	15
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
Cheese	30
salt	5
Miso	40

Armory "Reverse Scale"	
Weapons	
Heat Sword	12360
Happy Trigger	10820
Scram Blade	8240
Snake Gunner	9270
Jewel Dagger	11330
Jamadaharu	10100
Lemegeton	9790
Gusty Spear	10500
Armor	
Knight Armor	10070
Mighty Guard	8090
Mystic Cloak	7425
Nightwear	9080
Armor Head	
Knight Helm	1350
Jewel Circlet	1080
Silk Hat	990
Accessory	
Poison Charm	1000
Weakness Charm	3000
Paralyze Charm	1000
Stone Charm	5000
Flare Mantle	1000
Earth Mantle	1000
Wind Mantle	1000
Thunder Mantle	1000
Rabbit Symbol	1000

● Grigori Village

General Store "Black Market"	
Items	
Apple Gummy	150
Lemon Gummy	1200
Orange Gummy	300
Pine Gumi	2250
Mixed Gummies	1500
Poison Bottle	225
Weak Bottle	225
Paralysis Bottle	225

Items (continued)	
Stone Bottle	225
Diney Bottle	750
Life Bottle	750
Dark Bottle	450
Holy Bottle	450 Silk Hat
Spectacles	15
Ingredients	
Beef	60
pork	45
Chicken	30
egg	15
Tuna	45
Salmon	30
Mackerel	15
Shrimp	15
Squid	15
Kelp	15
のり	7
Onion	15
Potato	15
Carrot	15
Tomato	15
Tofu	30
Mushroom	15
Lettuce	15
Cabbage	15
Chinese cabbage	15
Negi	30
Garlic	15
daikon	30
Strawberry	30
Banana	15
Apple	15
Peach	22
Chocolate	60
Rice	30
Bread	30
Mochi Mocchin Flour	30
Milk	15
Cheese	45
salt	7
Miso	60
Weapons	
Heat Sword	18540
Happy Trigger	16230
Scrama Blade	12360
Snake Gunner	13905
Jewel Dagger	16995
Jamadahal	15150
Lemegeton	14685
Gusty Spear	15750
Armor	
Knight Armor	15105
Mighty Guard	12135
Misty Cloak	11137

Armor - Body (continued)	
Nightwear	13620
Armor'Head	
Knight Helm	2025
Jewel Circlet	1620
	1485
Accessory	
Poison Charm	1500
Weak Charm	4500
Paralyze Charm	1500
Stone Charm	7500
Flare Mantle	1500
Earth Mantle	1500
Wind Mantle	1500
Thunder Mantle	1500
Rabbit Symbol	1500

●Commercial City Mamuto

Item Shop "Prosperous Busi	
Items	
Apple Gummy	100
Lemon Gummy	800
Orange Gummy	200
Pine Gumi	1500
Mixed Gummies	1000
Miracle Gumi	3000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Fear Bottle	150
Stone Bottle	150
Cure Bottle	500
Diney Bottle	500
Panacea Bottle	1000
Life Bottle	500
Dark Bottle	300
High Dark Bottle	1000
Holy Bottle	300
High Holy Bottle	1000
Spectacles	10
Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
のり	5
Onion	10
Potato	10
Carrot	10

Ingredients (continued)	
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
daikon	20
Strawberry	20
Banana	10
Apple	10
Peach	15
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
Cheese	30
salt	5
Miso	40

Armor Shop "Many Customers"	
Weapons	
Zweihänder	13000
Silver Mug	14560
Silver Rapier	11700
Dirugan	10340
Burning Edge	13330
Silver Knuckle	11480
Monolith People	12720
Ritual Spear	11270
Armor	
Silver Mail	11880
Silver Guard	10390
Silver Cloak	8910
Cheongsam	10890
Armor Head	
Silver Helm	1710
Silver Circlet	1350
Silver Hat	1440
Accessory	
Poison Charm	1000
Weak Charm	3000
Paralyze Charm	1000
Fear Charm	5000
Stone Charm	5000
Flare Mantle	1000
Earth Mantle	1000
Wind Mantle	1000
Thunder Mantle	1000
Dark Mantle	4000
Rabbit Symbol	1000

●Supply Base Tout

Item Shop "Merchant Spirit"	
Items	
Apple Gummy	150
Lemon Gummy	1200
Orange Gummy	300
Pine Gumi	2250
Mixed Gummies	1500
Miracle Gumi	4500
Poison Bottle	225
Weak Bottle	225
Paralysis Bottle	225
Fear Bottle	225
Stone Bottle	225
Cure Bottle	750
Diney Bottle	750
Panacea Bottle	1500
Life Bottle	750
Dark Bottle	450
High Dark Bottle	1500
Holy Bottle	450
High Holy Bottle	1500
Spectacles	15
Ingredients	
Beef	60
pork	45
Chicken	30
egg	15
Tuna	45
Salmon	30
Mackerel	15
Shrimp	15
Squid	15
Kelp	15
のり	7
Onion	15
Potato	15
Carrot	15
Tomato	15
Tofu	30
Mushroom	15
Lettuce	15
Cabbage	15
Chinese cabbage	15
Negi	30
Garlic	15
daikon	30
Strawberry	30
Banana	15
Apple	15
Peach	22
Chocolate	60
Rice	30
Bread	30
Mochi Mocchin Flour	30
Milk	15

Ingredients (continued)	
Cheese	45
Salt	7
Miso	60

Armor Shop "Frontline Base"	
Weapons	
Runesword	13520
Peacemaker	13580
Vopal Blade	12320
Cor Scorpio	13900
Zwei Edge	13640
Kaiser Fist	12050
Book of the Dead	13120
Rune Spear	12660
Armor	
Gothic Plate	12700
Gothic Guard	11050
Midi Blouse	9400
Gothic Cardigan	11380
Armor Head	
Gothic Helm	1820
Gothic Circlet	1440
Green Beret	1620
Accessory	
Poison Charm	1000
Weakness Charm	3000
Paralyze Charm	1000
Fear Charm	5000
Stone Charm	5000
Flare Mantle	1000
Earth Mantle	1000
Wind Mantle	1000
Thunder Mantle	1000
Dark Mantle	4000
Rabbit Symbol	1000

●Northern Country Tenos

Item Shop "Land of Ice"	
Items	
Apple Gummy	100
Lemon Gummy	800
Orange Gummy	200
Pine Gumi	1500
Mixed Gummies	1000
Miracle Gumi	3000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Fear Bottle	150
Stone Bottle	150
Cure Bottle	500
Diney Bottle	500
Panacea Bottle	1000
Life Bottle	500

Items (continued)	
Dark Bottle	300
High Dark Bottle	1000
Holy Bottle	300
High Holy Bottle	1000
Spectacles	10
Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
Nori	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
daikon	20
Strawberry	20
Banana	10
Apple	10
Peach	15
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
Cheese	30
Salt	5
Miso	40

"Armory 'Snow Crystal'"	
Weapons	
Glorious Sword	14070
Smash Trigger	13760
Formal Rapier	14010
Arunail	14370
Divine Knife	14150
Drill Arms	13150
Missare Requiem	13770
Crimson Spear	15280
Armor	
Rune Mail	13690
Rune Jacket	11680 Saba

Armor - Body (continued)	
Rune Robe	10360
Runewear	12870
Armor Head	
Rune Helm	1980
Rune Circlet	1530
Rune Beret	1800
Accessory	
Poison Charm	1000
Weakness Charm	3000
Paralyze Charm	1000
Fear Charm	5000
Stone Charm	5000
Flare Mantle	1000
Aqua Mantle	1000
Earth Mantle	1000
Wind Mantle	1000
Thunder Mantle	1000
Light Mantle A	4000
Dark Mantle	4000
Rabbit Symbol	1000

A After the Garden of Waiting for God.

●Translocation Arena Achillea (Near the northern country Tenos)

Warp Shop "Wing"	
Items	
Apple Gummy	100
Lemon Gummy	800
Orange Gummy	200
Pine Gumi	1500
Mixed Gummies	1000
Miracle Gumi	3000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Fear Bottle	150
Stone Bottle	150
Cure Bottle	500
Diney Bottle	500
Panacea Bottle	1000
Life Bottle	500
Dark Bottle	300
High Dark Bottle	1000
Holy Bottle	300
High Holy Bottle	1000
Spectacles	10
Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
	10

Ingredients (continued)	
Shrimp	10
Squid	10
Kelp	10
のり	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
daikon	20
Strawberry	20
Banana	10
Apple	10
Peach	15
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
Cheese	30
salt	5
Miso	40
Accessory	
Poison Charm	1000
Weakness Charm	3000
Paralyze Charm	1000
Fear Charm	5000
Stone Charm	5000
Flare Mantle	1000
Aqua Mantle	1000
Earth Mantle	1000
Wind Mantle	1000
Thunder Mantle	1000
Light Mantle A	4000
Dark Mantle	4000
Rabbit Symbol	1000

A After the Garden of Waiting for God.

● Airship Ventos

General Store "Backroom Dea"	
Items	
Apple Gummy	120
Lemon Gummy	960
Orange Gummy	240
Pine Gumi	1800
Mixed Gummies	1200
Miracle Gumi	3600
Poison Bottle	180

Items (continued)	
Weak Bottle	180
Paralysis Bottle	180
Fear Bottle	180
Stone Bottle	180
Cure Bottle	600
Diney Bottle	600
Panacea Bottle	1200
Life Bottle	600
Dark Bottle	360
High Dark Bottle	1200
Holy Bottle	360
High Holy Bottle	1200
Spectacles	12
Ingredients	
Beef	48
pork	36
Chicken	24
egg	12
Tuna	36
Salmon	24
Mackerel	12
Shrimp	12
Squid	12
Kelp	12
のり	6
Onion	12
Potato	12
Carrot	12
Tomato	12
Tofu	24
Mushroom	12
Lettuce	12
Cabbage	12
Chinese cabbage	12
Negi	24
Garlic	12
daikon	24
Strawberry	24
Banana	12
Apple	12
Peach	18
Chocolate	48
Rice	24
Bread	24
Mochi Mocchin Flour	24
Milk	12
Cheese	36
salt	6
Miso	48
Accessory	
Poison Charm	1200
Weakness Charm	3600
Paralyze Charm	1200
Fear Charm	6000
Stone Charm	6000

Accessories (continued)	
Flare Mantle	1200
Aqua Mantle	1200 Daikon
Earth Mantle	1200
Wind Mantle	1200
Thunder Mantle	1200
Light Mantle	4800
Dark Mantle	4800
Rabbit Symbol	1200

●Sania Village

Item Shop "Oasis"	
Items	
Apple Gummy	100
Lemon Gummy	800
Orange Gummy	200
Pine Gumi	1500
Mixed Gummies	1000
Miracle Gumi	3000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Fear Bottle	150
Stone Bottle	150
Cure Bottle	500
Diney Bottle	500
Panacea Bottle	1000
Life Bottle	500
Dark Bottle	300
High Dark Bottle	1000
Holy Bottle	300
High Holy Bottle	1000
Spectacles	10
Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
Nori	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20

Ingredients (continued)	
Garlic	10
	20
Strawberry	20
Banana	10
Apple	10
Peach	15
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
Cheese	30
salt	5
Miso	40

Weapons and Armor Shop "	
Weapons	
Mithril Sword	92000
Mithril Mug	71400
Mithril Blade	82100
Mithril Barrel	84400
Mithril Dagger	80600
Mithril Arms	72900
Mist Seven Sun	61500
Mithril Lance	61100
Armor	
Mithril Mail	50400
Mithril Guard	43200
Mithril Cloak	37350
Mithril Wear	45450
Armor Head	
Mithril Helm	10580
Mithril Circlet	9870
Cowboy Hat	9380
Accessory	
Poison Charm	1000
Weakness Charm	3000
Paralyze Charm	1000
Fear Charm	5000
Stone Charm	5000
Flare Mantle	1000
Aqua Mantle	1000
Earth Mantle	1000
Wind Mantle	1000
Thunder Mantle	1000
Light Mantle	4000
Dark Mantle	4000
Rabbit Symbol	1000

◆Translocation Arena Achi

(Near Sania Village)

Warp Shop "Wing"

Items	
Apple Gummy	100
Lemon Gummy	800
Orange Gummy	200
Pine Gumi	1500
Mixed Gummies	1000
Miracle Gumi	3000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Fear Bottle	150
Stone Bottle	150
Cure Bottle	500
Diney Bottle	500
Panacea Bottle	1000
Life Bottle	500
Dark Bottle	300
High Dark Bottle	1000
Holy Bottle	300
High Holy Bottle	1000
Spectacles	10

Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
のり	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
daikon	20
Strawberry	20
Banana	10
Apple	10 Salmon
Peach	15
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20

Ingredients (continued)	
Milk	10
Cheese	30
salt	5
Miso	40

Accessory	
Poison Charm	1000
Weak Charm	3000
Paralyze Charm	1000
Fear Charm	5000
Stone Charm	5000
Flare Mantle	1000
Aqua Mantle	1000
Earth Mantle	1000
Wind Mantle	1000
Thunder Mantle	1000
Light Mantle	4000
Dark Mantle	4000
Rabbit Symbol	1000

●Tower of D

Item Shop "Good Business D

Items	
Apple Gummy	100
Lemon Gummy	800
Orange Gummy	200
Pine Gumi	1500
Mixed Gummies	1000
Miracle Gumi	3000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Fear Bottle	150
Stone Bottle	150
Cure Bottle	500
Diney Bottle	500
Panacea Bottle	1000
Life Bottle	500
Dark Bottle	300
High Dark Bottle	1000
Holy Bottle	300
High Holy Bottle	1000
Spectacles	10

Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
Tuna	30
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
のり	5 Tuna

Ingredients (continued)	
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
daikon	20
Strawberry	20
Banana	10
Apple	10
Peach	15
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
Cheese	30
salt	5
Miso	40

●Trivers Gate

"General Store "Merchant's

Items	
Apple Gummy	100
Lemon Gummy	800
Orange Gummy	200
Pine Gumi	1500
Mixed Gummies	1000
Miracle Gumi	3000
Poison Bottle	150
Weak Bottle	150
Paralysis Bottle	150
Fear Bottle	150
Stone Bottle	150
Cure Bottle	500
Diney Bottle	500
Panacea Bottle	1000
Life Bottle	500
Dark Bottle	300
High Dark Bottle	1000
Holy Bottle	300
High Holy Bottle	1000
Spectacles	10

Ingredients	
Beef	40
pork	30
Chicken	20
egg	10
	30

Ingredients (continued)	
Salmon	20
Mackerel	10
Shrimp	10
Squid	10
Kelp	10
Nori	5
Onion	10
Potato	10
Carrot	10
Tomato	10
Tofu	20
Mushroom	10
Lettuce	10
Cabbage	10
Chinese cabbage	10
Negi	20
Garlic	10
daikon	20
Strawberry	20
Banana	10
Apple	10
Peach	15
Chocolate	40
Rice	20
Bread	20
Mochi Mocchin Flour	20
Milk	10
Cheese	30
salt	5
Miso	40

Accessory	
Poison Charm	1000
Weakness Charm	3000
Paralyze Charm	1000
Fear Charm	5000
Stone Charm	5000
Flare Mantle	1000
Aqua Mantle	1000
Earth Mantle	1000
Wind Mantle	1000
Thunder Mantle	1000
Light Mantle	4000
Dark Mantle	4000
Rabbit Symbol	1000

Grade Shop

Category	Item Name	Grade	Sale Start Timing
	Creates HP <~% of self	4	Naos Base 14
	Battle TP <~% of self	4	Naos Base 14
	~ Down of self	4	West Country Garam START
	HP allies with <~%'	4	Holy City Naos START
	TP allies with <~%'	4	Holy City Naos START
	Allies with ~ Down	4	West Country Garam START
	Allies with ~ high	4	Eastern Country Ashihara START
	Allies with low ~	4	East Country Ashihara START
	Party with HP < ~%	4	Holy Capital Naos START
	Party with TP < ~%	4	Saint Capital Naos START
	Specific character	8	West Country Garam START
	Frontline enemy	4	Initial
	Rear enemy	4	Initial
	Chanting enemies	12	West Battlefield START
	Flying enemies	4	West Battlefield START
	~が Enemies with Weakness	12	East Country Ashihara START
	Enemies targeting allies who are Dying	4	Naos Base 14
	High-HP Enemies	4	Naos Base 1
	Enemies with low HP	4	Naos Base 1
	Enemies with HP ≧ ~%	4	Holy City Naos START
	Enemies with HP < ~%	4	Holy City Naos START
	Enemies with ~ Increase	4	West Country Garam START
	Enemies with High ~	4	Eastern Country Ashihara START
	Enemies with Low ~	4	Eastern Country Ashihara START
Religene 1		4	Naos Base 9
Regen 2		8	Regnum Stalactite Cave 10
Regen 3		8	Ashihara Royal Tomb 2
Regen 4		12	Kelm Volcano 6
Relax 1		8	Naos Base 9
Relax 2		16	Regnum Stalactite Cave 10
Relax 3		16	Ashihara Royal Tomb 2
Relax 4		24	Kerm Volcano 5
Divine Breath 1		16	Southern Country Galpos START
Divine Breath 2		20	Commercial City Mamute START
Divine Breath 3		24	Northern Country Tenos START
Divine Breath 4		28	Sania Village / Myuce Tribe's Home START
Antibody 1		4	Naos Base 9
Antibody 2		4	Regnum Stalactite Cave 10
Antibody 3		8	Ashihara Royal Tomb 2
Antibody 4		12	Kelm Volcano 6
TP Charge 1		16	Kelm Volcano 5
TP Charge 2		16	Southern Country Galpos START
TP Charge 3		24	Commercial City Mamute START
TP Charge 4		32	Sania Village START
Team Magic 1		4	Naos Base 9
Team Magic 2		8	Regnum Stalactite Cave 10
Team Magic 3		12	Ashihara Royal Tomb 2
Team Magic 4		12	Kelm Volcano 6
Team Defense 1		4	Naos Base 9
Team Defense 2		4	Regnum Stalactite Cave 10
Team Defense 3		8	Ashihara Royal Tomb 2
Team Defense 4		8	Kerm Volcano 5
Team Resist 1		4	Naos Base 9
Team Resist 2		4	Regnum Stalactite Cave 10
Team Resist 3		8	Ashihara Royal Tomb 2
Team Resist 4		8	Kerm Volcano 5

Rave

Category	Product Name	Grade	Sales Start Timing
レイヴ	Voltage 1	8	Kerm Volcano 5
	Voltage 2	8	South Country Garupos START
	Voltage 3	12	Commercial City Mamute START
	Voltage 4	16	North Country Tenos START
	Divide Damage 1	4	South Country Garupos START
	Divide Damage 2	8	Commercial City Mamute START
	Divide Damage 3	12	North Country Tenos START
	Divide Damage 4	16	Sania Village / Myus Tribe Village START
	End Bonus 1	4	Southern Country Galpos START
	End Bonus 2	4	Commercial City Mamute START
	End Bonus 3	8	Northern Country Tenos START
	End Bonus 4	12	Sania Village / Myus Tribe Village START
	End Happiness 1	4	Southern Country Galpos START
	End Happiness 2	4	Commercial City Mamoot START
	End Happiness 3	8	Northern Country Tenos START
	End Happiness 4	12	Sania Village / Myus Tribe Village START
	End Grow Up 1	4	Southern Country Galpos START
	End Grow Up 2	4	Commercial City Mamoot START
	End Grow Up 3	8	Northern Country Tenos START
	Endgrow Up 4	12	Sania Village / Myus Tribe Village START
	Item Collector 1	4	Southern Country Galpos START
	Item Collector 2	4	Commercial City Mamuto START
	Item Collector 3	4	Northern Country Tenos START
	Item Collector 4	8	Sania Village / Myuth Tribe's Village START
	Item Hunt 1	4	Southern Country Garpus START
	Item Hunt 2	4	Commercial City Mamute START
	Item Hunt 3	4	North Country Tenos START
	Item Hunt 4	8	Sania Village / Myuce Tribe's Home START
	Rave Up 1	4	Ashihara Royal Tomb 2
	Rave Up 2	4	Kelmu Volcano 5
	Rave Up 3	4	South Country Garupos START
	Rave Save 1	4	Ashihara Royal Tomb 2
	Rave Save 2	4	Kelm Volcano 6
	Rave Save 3	4	South Country Garupos START
Dish Omurice		10	Garam Port START
Rice Pilaf		14	South Country Galpos START
French Toast		8	Regnum Stalactite Cave 10
Hamburger		12	South Country Galpos START
Seafood Pasta		8	East Country Ashihara START
Grated Soba		10	Garubos Jungle 10
Chashu Ramen		12	North Country Tenos START
Omusoba (Omelette Yakisoba)		14	Airship Wenthos 3
Salad		4	Holy City Naos START
Coleslaw		4	Naos Base 9
Stir-fried Vegetables		6	East Country Ashihara START
Seared Mushrooms		8	West Country Garam START
Tempura		10	North Country Tenos START
Mackerel miso		4	Holy City Naos START
Fisherman's hot pot		4	Garam Port START
Chili shrimp		8	West Country Garam START
Chanchan-yaki		10	Airship Wenthos 3
Vanilla Ice Cream		8	Naaos Base 14
Egg Soup		8	Kelm Volcano 5
Fruit Juice		10	Commercial City Mamute START
Tonjiru (Pork Miso Soup)		16	North Country Tenos START
Vegetable Juice		12	Airship Ventos 3

Skit Data

All skits are listed divided into those that occur at specific times and those that occur when special conditions are met.

Refer to the index as well and aim to complete all skits.

2 How to Read Skit Data

Skit Player Index (P.356)

① 'In'-related Skits	
2 A...	P.359
The person from earlier	P.359
When the time comes	P.359

Skit that occurs during story progression (P.359)

③ Period 3	② Skit Name	④ Trigger Conditions	⑤ Choices	⑥ Value Fluctuation
Royal Capital Regnum		—	—	—
Royal Capital Regnum	Let's go to Fulfi Forest	—	—	—

Skits triggered by Bond Points (p.373) / Skits triggered by battles (p.381) / Other skits (p.382)

② Skit Name	④ Trigger Conditions	⑦ 7 Required characters: Louis	Arieki	Co				
Me and Ilia 1 ※1※2	Ruca and Ilia's Bond Points are 60 or higher	●	●					
Me and Ilia 2 ※1※2	Having viewed the skit "Me and Ilia 1" / Ruca and Ilia's Bond Points are 100 or higher / After START at Regnum Pass	●	●					

Skits triggered by cooking (p.377)

② Skit Name	④ Trigger Conditions	⑥ Value Fluctuation	⑦ 7 Required characters: Luis	Arieki					コ
Ricardo's Onigiri ※3	Ricardo creates "Onigiri" (P.020) / After Naos Base	—			●	●	●		
Ricardo's Passionate Feelings ※3	Creates "Tamago Kake Gohan" (P.020) (Anyone) / After Naos Base	Luca 10 Rika	●				●		

● Skit Classification

The classification of the skit within the in-game "Skit Player".

② Skit Name

The name of that skit. Skits with the icon ② to the right of the name occur only from the second playthrough onward.

③ Occurrence Timing

The period when a skit can occur. It corresponds to the story chapter (p.129) flowchart. Some skits have a set expiration time, so when an icon appears at the lower left, you should view it immediately.

④ Trigger Conditions

Conditions required to trigger the skit.

Note that even if you stay at the arena inn, skits that require "stay at an inn" as a condition will not be triggered.

⑤ Options

If choices appear during the playback of that skit, describe the contents of the choices.

⑥ Value Fluctuation

The bond values that change when that skit is viewed, corresponding to the "choices." If it says "Luca 10 Ilia" here, it means Luca's and Ilia's bond values increase by 10. Items without choices increase bond values simply by viewing them. The character abbreviations are as follows: ・・・・・Ri・Luca Spada・・・・・・Spada Ann・・・・・・Anjuel・・・・・・Elmana Kyukyu・Ricardo ConConway

⑦ Required Characters

Characters required to trigger the skit. If all characters marked with "●" are not in the party, that skit will not occur. Note that companions are also considered part of the party. The character abbreviations are as follows.

Lu・・・・・・Luca	・・・・・・・Ria	Sparda
A・・・・・・Anju	Ri・・・・・・Ricardo	Ermana
Ki・・・・・・Kyukyu	Co・Conway	

CHAPTER 1 SYSTEM
CHAPTER 2 CHARACTER
CHAPTER 3 STORY
CHAPTER 4 SUB EVENT
CHAPTER 5 DATA
Skit Data

Skit Player Index

Index listing skits in the order of "Skit Player".
Use it to help complete your collection.

Main-related skits

Sigh... P.359
The person from earlier P.359
When the time comes P.359
Will it be enough? P.359
Nimitchi P.359
What is this? P.359
Mustard Service 1 P.359
Mustard Service 2 P.359
Rumors of psychics P.359
How they address one another P.359
Isn't Grigori strange? P.359
Koda's Worry P.359
Comrades! P.359
ominous atmosphere P.359
Nice atmosphere, isn't it? P.359
War is scary... P.359
Commander, I'm scared... P.360
The Horrors of the Battlefield P.360
Leisurely Spectating P.360
Chitose— P.360
Skilled Persuader P.360
How Spada Laughs P.360
Fire? P.360
He was an enemy in a past life... P.360
He looks pretty happy. P.360
I wish Chitose had come too. P.360
I want to go home P.360
Listless Luca P.360
Coming to Naos P.360
Despite How It Looks, there's One Chief's Daughter P.360
Explanation of the Five Artifacts P.360
Ruca Shows Grit P.360
So Spada After All... P.360
What Kind of Person Is the Saint? P.361
Unforgivable P.361
The Reincarnated Person Inside the Cyber Doll P.361
Spada VS Robot P.361
I'm on the Run, I Tell You! P.361
What was that? P.361
Thanks to the Garam soldiers P.361
Expensive Accessories P.361
Prepare Yourself P.361
Ricardo's Self-introduction P.361
Isn't that a breach of contract? P.361
About Ricardo P.361
Was the duty fulfilled? P.361
You look awful! P.361
Iria headache P.362
I've revised my opinion, Luca P.362
Ilia? P.362
Regnum gourmet tour P.362
Industrial district and Luca P.362
Conway's Wish P.362
Who is that girl? P.362
Proper self-introduction P.362
So what is this mouse? P.362
Water droplet P.362
What does it taste like? P.362
How much do mushrooms cost? P.362
Elmana's Power P.363
The Feeling of Being Held P.363
Is it safe ahead? P.363
Secret basement P.363
Interest in technology P.363
Reason for Deep Sleep P.363
I wonder what they could be? P.363
Who is Osvald? 1 P.364
sea voyage P.364
What is Ashihara's specialty? P.364
Alone with Ilia... P.364
What should I do... P.364
Awkward... P.364
Of all people, Luca! P.364
What's the truth? P.364
It was a strange manner of speaking, though. P.364
Even Within the Contract P.364
Chitose: Oversensitive P.364
A Popular King P.364
Not Good at Swimming? P.364
Ilia's headache, again P.364
Is Ilia betraying (us)? P.364
Male remark P.365
About Chitose P.365
What's the Joy of Travel P.365
Cleaning in progress P.365
What Kind of Guy Is Hasta? P.365
Ricardo VS Hasta P.365
Doesn't Seem Strong P.365
Natural Kiln P.365
Sudden Pain P.365
Decides to go on a diet P.365
I was thinking... P.365
As I thought, Spada is acting strange P.365
Cold Ricardo P.365
Grumpy Ilia P.365
Leisurely Travel Sentiment P.365
Pasta Guy P.365
Untrustworthy Guy P.365
KyuKyu's Technique P.366
Secret Pleasure P.366
Hot... P.366
I want to change clothes P.367
Ange's worry P.366
The dog's handiwork P.367
Mottled mushroom P.367
He was a strange old man. P.367
Dog man → Sian P.367
The ideal self P.367
Am I important? P.367
The sorrowful reincarnate P.367
Is that Matheus... P.367
Ricardo... that bastard! P.367
Ricardo... what's wrong... P.368
No imprisonment, please! P.368
Try comforting Ricardo P.368
Who is Osvald? 2 P.368
Mamut accent P.368
Moving Corpse P.368
If bitten by a corpse... P.368
muttering muttering muttering P.368
Ange, lost in thought P.368
Sometimes looks like a grasshopper P.368
Kyukyu and War 1 P.369
Kyukyu and War 2 P.369
El, are you tired? P.369
About the dangers of the battlefield P.369
Ilia is acting strange again. P.369
The Ricardo of the Battlefield P.369
Him again... P.369
Brr! P.369
Who is Albert? P.369
Ate too much...maybe? P.369
Any other maxims? P.369
Smells fishy P.369
Ruins exploration P.370
Too cold! P.370
Warm It Up P.370
Slip and Fall 1 P.370
Slip and Fall 2 P.370
Slip and Fall 3 P.370
Is Anju Acting Strange? P.370
Anju, Really! P.370
That Albert guy... P.370
Let's confirm his true intentions P.370
How is Albert? P.370
I was nervous.... P.370
Gust Warning P.370
Don't Ignore Me! P.371
I'm glad you came back(translation) P.371
Glad you came back P.371
Want me to hold you? P.371
Movements of the Royal Guard Army P.371
ウンザリ P.372
Iria snorting angrily P.372
Cyan's condition P.372
Ker and Velo: a narrow escape P.372
I feel uneasy... P.372
About Hasta P.372
Also try comforting Ricardo P.372
Ricardo's Resolve P.372
Only Mathius remains! P.372

Worldview Skit

On Methods for Apprehending and Adapting to Supernatural Individuals P.359
About the Great Lord of Heaven P.359
What's the Cult? P.359
What is the laboratory? P.359
About the Myûs tribe P.359
State of the battle with Garam P.360
Belforma Family P.360
About "Mue" P.360
The Milda Family and the Belforma Family P.360
Location of the base P.361
About distortions in space-time P.361
About steam engines P.361
Conway's interests P.361
Naos's Position P.361
Encounter with Conway P.361
Situation in the Royal Capital P.361
About Regnum P.362
About the Privy Council P.362
About the Cult P.362
About a gun society P.362
Ange's lecture P.362
Spada's memories P.362
Silent Conway P.363
One or two P.363
About Naos P.363
On the Development of the Southwestern Region P.363
Who Is Ashihara? P.364
About Monsters P.364
About Garam Port and the Mine P.365
About Garam P.365
About the Volcano P.365
Does he get along badly with Ricardo? P.365
Stomach tingling P.366
Kyukyu's ka P.366
The meaning of "weird" P.366
About the Gate P.366
Self-proclaimed Archaeologist(trans.) P.366
Self-proclaimed Archaeologist P.366
The True Identity of Kyukyu P.366
Kyukyu's Interest P.366
Battleship and KyuKyu P.366
Is that a thief? P.366
About Garvos P.366
Iria's headache P.367
Body of Happiness P.367
Ange's principles P.367
About the region's faith P.367
Knowledge of Conway P.367
Grigori and Gardle P.368

About what lies ahead P.368
Ilia's seriousness P.368
About the Remlath Marshes P.368
Census and Ratio P.368
About the Battle Situation P.369
Asura's Filial Impiety P.369
Conway is the enemy P.369
About Tenos P.369
Anju the Glutton P.369
What is Albert's purpose? P.370
Raised in the South P.370
Kkyukyuu's Great Joy P.370
About the Sky Castle P.370
About the Airship P.370
Ilia's Headache P.370
Moving Statue P.371
Ilia in Sania Village P.371
About War P.371
About the Tower of Dawn P.372
Salvation of Souls P.372
Unexpected Action P.372

Past-life Skit
Asura's Sword Technique P.360
Questioning the Results P.362
Vritra's Solitude P.363
About Vulcan P.365
Why the Sky Castle Did Not Remain Runo? P.371
The Giant's Wish P.371
About the Celestial Realm P.361
What do you do by gathering faith? P.362
"Soul Steward 'Grim Reaper'" P.362
Birth of a God P.366"
How were the surface people viewed? P.368
Fallen P.368
Why were you protecting the Genesis Power? P.371
Difference between Latio and Censis P.361
Demon King P.364
Asura's foster parent P.366
Relationship with Sakuya P.364
Asura and Orifiel Alliance P.363
Inanna and Ilia P.360
Durandal Marches Out P.360
Durandal and Gae Bolg P.366
The Maker of Durandal P.366
The Betrayal of Durandal P.371
Orphiel's Mission P.361
Oriphiel's Doubt P.363
Oriphiel's Tactics P.362
Oriphiel's Wish P.363
Oriphiel and Cerberus P.367
Hypnos's Work P.361
Hypnos and Brother P.361
Hypnos's Wish P.368

Birth of Vritra P.366
Vritra's anguish P.363
Vritra's Letting Go of Its Child P.372
Vritra and Asura P.370
Vritra Reincarnation P.370
Who is Himmel? P.370
Himmel is the Celestial Light P.371
Himmel's Heart P.371
Himmel's Decision P.371
Orphiel's Punishment p.370
Cerberus's Solitude P.367
Memories of Cerberus P.371
Cerberus and Vritra P.363
Coda's Past Life? P.371
Cian and Matheus P.371
About the Garden of Waiting and the Gods P.372
Reverence for Asura P.371
Sakuya and Inanna P.371

Bond Skit
Me and Ilia 1 P.373
Me and Ilia 2 P.373
Me and Ilia 3 P.373
Me and Ilia 4 P.373
Me and Ilia 5 P.373
Me and Iria 6 P.373
Me and Iria 7 P.373
Me and Ilia 8 P.373
Me and Ilia 9 P.373
Me and Ilia 10 P.373
Me and Spada 1 P.373
Me and Spada 2 P.373
Me and Spada 3 P.373
Me and Spada 4 P.373
Me and Spada 5 P.373
Me and Spada 6 P.373
Me and Spada 7 P.373
Me and Spada 8 P.373
Spada and Me 9 P.373
Me and Spada 10 P.373
Me and Ange 1 P.373
Me and Ange 2 P.373
Me and Ange 3 P.373
Me and Anju 4 P.373
Me and Anju 5 P.373
Me and Anju 6 P.373
Me and Anju 7 P.373
Me and Anju 8 P.373
Me and Anju 9 P.373
Ange and I 10 P.373
Me and Ricardo 1 P.373
Me and Ricardo 2 P.373
Me and Ricardo 3 P.373
Me and Ricardo 4 P.374
Me and Ricardo 5 P.374
Me and Ricardo 6 P.374
Me and Ricardo 7 P.374

Me and Ricardo 8 P.374
Me and Ricardo 9 P.374
Me and Ricardo 10 P.374
Me and Ermana 1 P.374
Me and Ermana 2 P.374
Me and Ermana 3 P.374
Me and Ermana 4 P.374
Me and Ermana 5 P.374
Me and Ermana 6 P.374
Me and Ermana 7 P.374
Me and Ermana 8 P.374
Me and Ermana 9 P.374
Me and Ermanna 10 P.374
Me and Conway 1 P.374
Me and Conway 2 P.374
Me and Conway 3 P.374
Me and Conway 4 P.374
Me and Conway 5 P.374
Me and Conway 6 P.374
Me and Conway 7 P.374
Me and Conway 8 P.374
Me and Conway 9 P.374
Me and Conway 10 P.374
Me and Kyukyu 1 P.374
Me and Kyukyu 2 P.374
Me and Kyukyu A P.374
Me and Kyukyu 4 P.374
Me and Kyukyu 5 P.374
Me and Kyukyu 6 P.374
Me and Kyukyu A P.374
Me and Kyukyu 8 P.374
Me and Kyukyu 9 P.374
Me and Kyukyu 10 P.374
Ilia and Spada 1 P.375
Ilia and Spada 2 P.375
Ilia and Spada 3 P.375
Ilia and Anju 1 P.375
Ilia and Anju 2 P.375
Ilia and Ange 3 P.375
Ilia and Ricardo 1 P.375
Ilia and Ricardo 2 P.375
Ilia and Ricardo 3 P.375
Ilia and Ermanna 1 P.375
Ilia and Ermanna 2 P.375
Ilia and Ermanna 3 P.375
Spada and Anju 1 P.375
Spada and Anju 2 P.375
Spada and Anju 3 P.375
Spada and Ricardo 1 P.375
Spada and Ricardo 2 P.375
Spada and Ricardo 3 P.375
Spada and Ermanna 1 P.375
Spada and Ermanna 2 P.375
Spada and Ermanna 3 P.375
Anju and Ricardo 1 P.375
Anju and Ricardo 2 P.375
Anju and Ricardo 3 P.375

Ange and Ermana 1 P.375
Ange and Ermana 2 P.376
Ange and Ermana 3 P.376
Ricardo and Ermana 1 P.376
Ricardo and Ermana 2 P.376
Ricardo and Ermana 3 P.376
Conway and Ilia 1 P.375
Conway and Ilia 2 P.375
Conway and Ilia 3 P.375
Conway and Spada 1 P.375
Conway and Spada 2 P.375
Conway and Spada 3 P.375
Conway and Anju 1 P.376
Conway and Anju 2 P.376
Conway and Anju 3 P.376
Conway and Ricardo 1 P.376
Conway and Ricardo 2 P.376
Conway and Ricardo 3 P.376
Conway and Ermana 1 P.376
Conway and Ermana 2 P.376
Conway and Ermana 3 P.376
Conway and Kyukyu 1 P.376
Conway and Kyukyu 2 P.376
Conway and Kyukyu 3 P.376
Kyukyu and Iria 1 P.375
Kyukyuria 2 P.375
Kyukyu and Iria 3 P.375
Kyukyu and Spada 1 P.375
Kyukyu and Spada 2 P.375
Kyukyu and Spada 3 P.375
Kyukyu and Anju 1 P.376
Kyukyu and Anju 2 P.376
Kyukyu and Anju 3 P.376
Kyukyu and Ricardo 1 P.376
Kyukyu and Ricardo 2 P.376
Kyukyu and Ricardo 3 P.376
Kyukyu and Ermana 1 P.376
Kyukyu and Ermana 2 P.376
Kyukyu and Ermana 3 P.376
Me, Ilia, and Spada P.376
Me, Ilia, and Ange P.376
Me, Spada, and Anju P.376
Me, Spada, and Ricardo 1 P.376
Me, Spada, and Ricardo 2 P.376
Me, Anju, and Ricardo P.376
Me, Anju, and Ermana 1 P.376
Me, Anju, and Ermana 2 P.376
Me, Ricardo, and Ermanna P.376
Me, Conway, and Kyukyu P.377
Me, Ilia, and Ermanna P.376
Ilia, Anju, and Ermanna 1 P.377
Ilia, Anju, and Ermanna 2 P.377
Ilia, Anju, and Ricardo P.377 Ilia, Conway, and Kyukyuu P.377

Spada, Ricardo, and Elmana P.377
Spada, Conway, and Kyukyuu P.377
Spada, Anju, and Elmana P.377
Ange, Ricardo, and Ermana P.377
Ange, Conway, and Kyukyu P.377
Ricardo and Conway and Kyukyu P.377
El, Conway, and Kyukyu P.377
Is everyone friendly? P.377
By the way P.377
Is everyone friendly?? P.377
Everyone gets along... right? P.377
Everyone gets along... right?2 P.377
Everyone probably gets along? P.377
Everyone probably gets along?2 P.377
Everyone seems friendly P.377
Everyone seems friendly 2 P.377
Everyone Gets Along Pretty Well 1 P.377
Everyone Gets Along Pretty Well 2 P.377
Everyone's Friendly! P.377

Casual Chat Skit
First Overnight Stay P.359
There is only one bed P.359
The neighbor? P.359
Try to wake Ilia P.359
Nighttime Conversation P.360
Let's! Pillow Fight P.360
Overslept P.360
Delicious-sounding sleep P.360
Let's! Doodle P.361
One more match P.361
Royal Suite Room P.361
Intruding Mouse P.361
It's a bit Embarrassing but P.362
Tragedy Because of the Futon P.364
Fish Caught in a Net P.364
Early Riser P.365
Came P.365
Hartmann and the Hot Spring P.372
Surprise Mixed-Bathing Time 1 P.382
Surprise Mixed-Bath Time 2 P.382
Surprise Mixed-Bath Time 3 P.382
Surprise Mixed-Bath Time 4 P.382
Because I'm a mercenary. P.382
Conway and the Hot Spring P.372
Hammock 1 P.366
Hammock 2 P.366
Morning in the merchant town P.368
The battlefield called the morning market P.368
An anxious night P.369
Snowball Fight P.369
At Kamakura 1 P.369
Footprints in Kamakura 2 P.370
A Small Kindness P.370
Who's beyond the door? P.370
The well-to-do young master P.372
Where is Spada? P.381
Ricardo silently polishing his gun P.381
Stealthy footwork 1 P.362
Stealthy Footsteps 2 P.363
Stealthy Footsteps 3 P.364
Stealthy Steps 4 P.365
Nightmare and Sleeping Together P.363
Sneaking P.363
Trap P.363
The futon flew away P.363
The privilege of having a cat P.363
Half-asleep P.363
Who are you talking to? P.382
New skill experiment P.364
Forehead scar 1 P.365
Forehead scar 2 P.365
Gasp!? Ilia's... P.366
Pink Ruffles P.366
Worries in the Large Room P.366
The Mystery of the Little Flowers P.366
Secret Night Out P.366
Tonight's Dinner P.368
That white coat? P.368
Swaying Ange P.369
Memories P.382
Surprisingly Strong P.360
I Wonder What That Was? P.382
Small Fortune P.382
Feeling rich P.382
Very wealthy P.382
The Mood of a Tycoon P.382
Professor Luca P.363
What is 1 plus 1? P.365
Ilia Gametsui P.382
Spada's House P.382
Hasta's Love P.382
Good Child P.382
I'm so sorry! P.382
Lost Item: Eyebrows P.382
Hates Tomatoes P.378
Foods Around the World P.380
Anju's Hug P.366
Where are the women in swimsuits? P.366
Studying Kyukyu P.366
A Mass of Desire P.366
A Little Revenge P.382
Isn't it heavy? P.367
KyuKyu's worries P.367
Koda and dessert P.380
Koda and Pan P.380
Coda and Rice P.380
Koda and Fish P.380
Koda and Meat P.380
Koda and Soup P.380
Coda and Pasta (translation) P.380
Coda and Pasta P.380
Coda and Vegetables P.380
What is this white thing? P.369
No shouting P.370
Quiet Coda P.370
Airship Journey P.370
Not to be underestimated P.370
Egbert and Ricardo P.370
Acrobatic Flight P.372

Cooking skit
The last meal P.380
Even if only for this time P.380
Nabe in the heat P.379
Cold, cold P.380
Where does that water come from? P.377
When It's Hot, Something Cold P.379
Cold Hot P.379
Can't Handle Spicy Food! P.380
Cyan and a Meal P.380
What Does Kōda Hate? P.380
Why Doesn't Kōda Gain Weight? P.380
Considerate P.380
Ricardo's rice ball P.377
Ricardo's passionate feelings P.377
What a Waste Is a Magical Phrase P.377
Smiling Omelette Rice P.378
Eat a Whole Banana Curry P.378
Exquisite sandwich P.378
Ugh!? P.378
Memories of Yakisoba Bread P.378
Cheese Fondue P.378
Stolen Meat P.378
I eat Packman P.378
Favorite Food: Seafood Pasta P.378
Adult Privilege P.378
Happiness! P.378
Eating Miso Mackerel Pasta P.379
Why a Salad? P.379
Wrong Steak P.379
If Four People Do It P.379
All-You-Can-Eat Mushrooms? P.379
Help Each Other When in Trouble 1 P.379
Help Each Other When in Trouble 2 P.379
Drink Up the Secret Vegetable Soup P.379
Plus-Minus Zero P.378
Self-Grilled Yakitori P.378
Which one is the biggest? P.378
Ricardo's hamburger P.378
Cheerful Ilia P.378
Opening P.378
Okonomiyaki and Ominous... P.378
Ruthless Struggle for Supremacy P.378
Eating a Whole Roast Chicken P.378
Continued: Eating a Whole Roast Chicken P.378
Healthy? P.379
Fishy P.379
A man's pride P.379
What is this? P.380
Purin à la mode? P.380
An Unsuitable Appearance P.380
Eating Chocolate Banana Tempura P.380
The Magic of Hot Chocolate P.379
Delicate Flavor P.379
Don't you have anything you dislike? P.379
Leftover Pulp P.379
Watch out for onions. P.379
Good at making (food), though P.379
Flat-out refusal P.379
Happy vegetable juice P.379
Ange asking for seconds P.379
Enjoying the appearance P.379
Eating Cheese Soup P.379

Battle Skit
Luca incapacitated P.381
Ilia Incapacitated P.381
Spada Incapacitated P.381
Ange incapacitated P.381
Ricardo incapacitated P.381
Elmana incapacitated P.381
Conway Incapacitated P.381
Kyukyu Incapacitated P.381
Encountered 100 times achieved!
Encountered 250 times achieved!
Congratulations on reaching P.381
Encountered 750 times achieved!
Congratulations! 1000 Encounters Achieved! P.38
Combo Beginner P.381
Combo Brown Belt P.381
Combo First Hit P.381
Combo Master Instructor P.381
Combo Expert P.381
Aim for Everyone to Be the Strongest P.381
The Road to Becoming the Strongest P.381
The Pinnacle of Strength Still Unseen p.381
The Strongest Midpoint P.381
The Strongest Group P.381
I Want to Stay Like This... P.381
But P.381
speaks with a dialect P.381
Lack of exercise P.381
Blunted instincts P.381
Boring days P.381
Tranquility P.381
Great, admirable, cute P.381
Hard to move P.381
Terrifying Bunny Ears P.381

Skits Triggered by Story Progression

Skits that occur as the story progresses are listed.
Some have trigger conditions, so be sure to check them.

Occurrence Timing	Skits	Trigger Conditions	Options	Bond Value Change
Royal Capital Regnum Royal Capital Regnum Royal Capital Regnum Royal Capital Regnum 2 Royal Capital Regnum Fulfi Forest/ Pass Camp Fulfi Forest/ Pass Camp Fulfi Forest/ Pass Camp 4 Fulfi Forest/ Pass Camp 8 Fulfi Forest/ Pass Camp 9 Fulfi Forest/ Pass Camp 9 Fulfi Forest/ Pass Camp 9 Fulfi Forest/ Pass Camp 9 Fulfi Forest/ Pass Camp 9 Fulfi Forest/ Pass Camp 9 Fulfi Forest/ Pass Camp 9 Fulfi Forest/ Pass Camp 9 Fulfi Forest/ Pass Camp 9 Fulfi Forest/ Pass Camp 10 Regnum Pass/ Reincarnation Research Lab START Regnum Pass/ Reincarnation Research Lab START Regnum Pass/ Reincarnation Research Lab START Regnum Pass/ Reincarnation Research Lab	Sigh...	—	—	—
	Let's go to Fulfi Forest	—	—	—
	That person from earlier	—	—	—
	The location of Fulfi Forest is on the field		—	—
	When the time comes	—	—	—
	Will it be enough?	—	He says, "That's mine!"	No change
			Pretend you have no money	— no change
	Mustard Service 1	—	Put mustard in	No change
			Do not put mustard in	No change
	On Methods for Apprehending and Adapting to Supernatural Individuals	—	—	—
	Nimitchi	—	—	—
	What is this?	—	—	Ruka 5 Iri
	Mustard Service 2	You watched the skit "Mustard Service 1" and at that time chose "Put mustard in"	—	Ruka 5 Iri
	Before leaving town	In the royal capital Regnum (p.140)	—	—
	First Overnight Stay	Iria stays at an inn for the first time (Royal Capital Regnum, Mountain Pass Camp)	—	—
	There is only one bed	Stay at an inn (Royal Capital Regnum)	—	—
	The neighbor?	Stay at an inn (Royal Capital Regnum)	—	—
	Try to wake Ilia	Stay at an inn (Royal Capital Regnum, Mountain Pass Camp)	—	—
	Rumors of psychics	—	Ask, "Is that me?"	No change
			Luca says he saw an arrested person earlier	
	About the Great Lord of Heaven	—	Agree	Luca 1 Illy
			Disagree	No change
	What is the Cult?	Watching the skit "About the Great Lord"	That must have been tough	ルカ 5 Iri
			I'm jealous	Luca 10 Iri
	How they address one another	—	—	—
	What is the laboratory?	—	—	—
Regnum Pass/ Reincarnation Research Institute	Is Grigori strange, isn't he?	—	I'm thinking of giving it a try	Luca 5 Iri
			Reprimand	No change
			Propose an alternative	ルカ 5 Iri
Regnum Pass/ Reincarnate Research Institute	Koda's Worry	—	—	—
Regnum Pass/ Reincarnate Research Institute 2	Comrades※	Talk to Ilia and Spada	—	Iri 20 Spa
Regnum Pass/ Reincarnate Research Institute 2	ominous atmosphere	Watching the skit "Comrades!"	Be envious	No change
			Pretend to be calm	Ruka 10 Spa
Regnum Pass/ Reincarnate Research Institute 2	Nice atmosphere, isn't it?	Talk to Chitose	Feel down	Luca 10 Iri
			Talk back	Luca 10 Iri
			Gloat	No change
Regnum Pass/ Reincarnate Research Institute 2	War is scary...	—	—	Ruka 5 Iri Luca 5 Spa Iri 10 Spa
Western Battlefield START About the Myuce Tribe		—	—	—

*Only one of them can occur.

Occurrence Timing	Skits	Trigger Conditions	Options	Bond value changes
Western Battlefield START	Commander, I'm scared...	—	—	Luca 5 Iri Luca 5 Spa Iri 15 Spa
Western Battlefield START	The Horrors of the Battlefield	—	Complain	Luca 5 Iri Luca 5 Spa Iri 10 Spa
			Escapism	Iri 20 Spa
Western Battlefield START	Durandal Departs	Stay at an inn	—	—
Western Battlefield ①	Leisurely Spectating	—	—	Iri 10 Spa
Western Battlefield ①	Chitose—	Watching the skit "Relaxed Viewing"	Talk back	No change
			Brush off	Luca 5 Spa Iri 5 Spa
			Be troubled	Luca 10 Iri
Western Battlefield ①	Surprisingly Strong	—	—	—
West Battlefield ②	State of the battle with Garam	—	Be astonished	Luca 10 Spa Iri 10 Spa
			Be surprised	ルカ 5 Iri Luca 5 Spa Iri 10 Spa
Western Battlefield 2	Asura's Sword Technique	—	—	—
Western Battlefield 2	説得 Upper hand	—	—	Iri 5 Spa
Western Battlefield 4	How Spada laughs	—	—	—
Western Battlefield 6	Nanna and Ilia	—	—	—
Western Battlefield 6	Fire?	—	—	—
Western Battlefield 6	Even though they were enemies in a past life...	—	—	—
Western Battlefield 6	You look really happy	—	—	Iri 5 Spa
Western Battlefield 6	I wish Chitose had come too though	Watching the skit "You look really happy"	—	—
Western Battlefield 6	I want to go home	—	—	—
Western Battlefield 6	Night Conversation	Stay at an inn (Royal Capital Regnum, Holy City Naos)	—	—
Western battlefield ⑥	Let's! Pillow Fight	Stay at an inn (Royal Capital Regnum, Holy City Naos)	—	ルカ 5 Iri Ruca 5 Spa Irii 5 Spa
Western Battlefield ⑥	Oversleep	Stay at an inn (Royal Capital Regnum, Mountain Pass Camp, Holy City Naos)	—	—
Western Battlefield ⑥	Delicious-sounding sleep talk	Stay at an inn (Royal Capital Regnum, Mountain Pass Camp, Holy City Naos)	—	—
Holy City Naos START	Listless Luca	—	Pretend nothing is wrong	Luca 5 Iri
			Brush it off	No change
Holy City Naos START	Coming to Naos	The Holy Capital Naos (p.150) - located there	—	—
Holy City Naos START	Rumors about the Saintess	The Holy Capital Naos (p.150) - located there	—	—
Holy City Naos ①	Return to the town entrance	The Holy Capital Naos (p.150) - located there / Talk to townspeople three or more times	—	—
The Holy Capital Naos 2	Belforma Family	—	Tease Sparda	ルカ 5 Iri Iri 10 Spa
			Do not tease Sparda	[Luca 10 Spa Iri 5 Spa
The Holy Capital Naos 2	Despite How It Looks, the Village Chief's Daughter	—	—	—
The Holy Capital Naos 2	Over there?	In the holy capital Naos (p.150)	—	—
The Holy Capital Naos 2	Go to Hartmann's house — in the holy capital Naos (p.150)		—	—
The Holy Capital Naos 3	About "Mue"	—	—	—
The Holy Capital Naos 3	The Milda family and the Belforma family	—	—	—
Holy City Naos ③	Explanation of the Five Articles	—	Politely deny	[Luca 10> Spa
			Laugh it off	Ruca 5 Spa
Holy Capital Naos Q	Ruca Shows Grit	—	—	Iri 5 Spa
Holy Capital Naos 4	So Spada After All...	—	Talk about Spada	Luca 15 Iri Iri 10 Spa
			Talk about men	Luca 10 Iri Iri 5 Spa

Occurrence Timing	Skits	Trigger Conditions	Options	Bond Value Change
Worried Forest START	Base Location	—	Be impressed	Ruca 5 Spa
			wonder	No change
Mournful Forest 3	Let's! Doodle	Stay at an inn (Royal Capital Regnum, Mountain Pass Camp, Holy City Naos)	—	Iri 10 Spa Iri 10 Con Spa 5 Con
Mournful Forest 3	One more match	Stay at an inn (Royal Capital Regnum, Mountain Pass Camp, Holy City Naos)	—	—
Mournful Forest 3	Royal Suite Room	Stay at an inn (Royal Capital Regnum)	—	—
Mournful Forest 3	About the Distortion of Time and Space	—	Ask further	Luca 10 Con Spa 5 Con
			Agree	Luca 15 Con Spa 40 Con
Naos Base START	What Kind of Person Is the Saint?	—	—	—
Naos Base 1	Unforgivable	—	—	—
Naos Base 1	The Reincarnated Person in the Cylinder at Naos Base (p.154) is about		—	—
Naos Base ②	the steam engine	—	—	—
Naos Base ②	Spada vs Robot	Located on Naos Base MAP 2 (p.156)	Spada	Ruca 5 Spa
			New Weapon	No change
Naose Base 3	Conway's Interest	—	Affirm	Luca 10 Con
			Deny	Luca 15 Con
Naose Base 3	Difference Between Ratio and Census	—	—	—
Naose Base ③	I'm telling you I'm fleeing!	—	—	—
Naose Base ④	What was that?	—	Be angry at mistreatment	ルカ 25 An
			Console Anju	Luca 20 An
Naos Base 4	Thanks to the Garam Soldier	—	—	—
Naose Base 5	Expensive Accessory	—	Hear a get-rich-quick scheme	Iri 20 An
			Voice an honest impression	Luca 10 An Iri 10 An
ナー Os Base ⑤	Mental Preparation	—	—	—
Naose Base 6	About Ricardo	—	—	Iri 5 Spa
Naose Base 7	About the Celestial Realm	—	—	—
Naos Base 7	Ricardo's Self-introduction	—	Are you embarrassed? asks	ルカ 5 Ann Luka 20 Rika Ann 15 Rika
			Agree	Luka 15 Rika Ann 25 Rika
Naos Base 7	Isn't that a breach of contract?	Skits Watching "Ricardo's Self-Introduction"	—	Iri 10 Ann Spa 10 Ann
Naos Base 8	Did you fulfill your role?	—	Comfort	No change
			Try changing the subject	Luca 15 Rica Spa 40 Rica
Naos Base 8	You look pale!	—	—	Iri 20 An Iri 40 Rica Ann 30 Rika
Nurse Base ⑧	Oriphiel's Mission	Stay at an inn (except Sanya Village)	—	—
Naaos Base 8	Hypnos's Work	Stay at an inn	—	—
Naaos Base 8	Hypnos and His Brother	Watch the skit "Hypnos's Work" at the inn Stay	—	—
Naaos Base 6	The Infiltrating Mouse	Stay at an inn (Regnum, the royal capital; Mountain pass camp)	—	—
Naaos Base ⑨	Nao's Position	—	—	—
Naaos Base ⑩	Encounter with Conway	—	Be suspicious	Ruca 10 Con
			Genuinely rejoice	Ruca 15 Con
Naoce Base ⑩	State of affairs in the royal capital	—	Doubt	Ruca 15 Rica Ruca 10 Con Rica 20 Con
			Accept	Ruca 10 Rica Ruca 15 Con Rica 15 Con

Occurrence Timing	Skits	Trigger Conditions	Options	Bond value changes
Naoce Base ⑩	About Regnum	—	Get hurt	Luca 5 Iri Luca 15 Con Iri 60 Rika Iri 80 Con Rika 30 Con
			Give a forced smile	Luca 20 Con Iri 60 Rika Iri 85 Con Rika 30 Con
Naoce Base ⑩	Questioning the Results	—	Ask oneself	No change
			Speak one's thoughts	Luca 20 Rika
Naoce Base ⑩	Iria headache	—	Be careful of Spada	Luca 10 Spada Iri 5 Spada
			Observe Ilia's condition	Luca 10 Iri Iri 5 Spada
			Tell a joke	ル Kairi Luca 5 Spada Iri 5 Spada
Naos Base ⑩	I reviewed it, Luca	—	Say something even bigger	Luca 10 Spada
			Feel embarrassed	Luca 5 Spada
Naos Base ⑩	Orifiel's Tactics	Stay at an inn	—	—
Naos Base ⑩	Tiptoe, Stealth 1	Stay at the inn (mountain pass camp, supply base Tote 54)	—	—
Naoce Base ⑩	② It's a bit embarrassing but	Stay at an inn (Royal Capital Regnum, Holy City Naos)	—	—
Naos Base ①	What to do with gathering faith	On the field	Sigh that it can't be helped	Luca 10 Ann
	What?		Frown	No change
Naos Base ⓘ	"Soul Administrator 'Grim Reaper'"	Watching the skit "What will gathering faith accomplish?" In the field	—	—
Naos Base 12	About the Privy Council	—	—	—
Naos Base 12	About the Order	Watching the skit "About the Privy Council"	—	—
Naos Base⑩	About gun society	—	—	—
Naos Base 1	About Ilia	—	Agree	Luca 15 Rika
			Disagree	Luca 10 Rika
Naos Base 14	Regnum Gourmet Tour	In the royal capital Regnum (p.140)	Put on a show	Luka 5 Spa
			Tell the truth	Luka 10 Spa
Naos Base 1	A Place to Hide One's Body	In the royal capital Regnum (p.140)	—	—
Naos Base 15	Industrial District and Luca	At Royal Capital Regnum MAP3 (p.141)	—	—
Naos Base⑩	Conway's Wish	—	—	Luca 10 Con
Naos Base 17	Who on earth is that kid?	—	Play dumb	Luca 10 An Iri 15 An
			Tell what you heard	ルカ 5 Iri Luca 5 An Iri 15 An
			Become displeased	Luca 10 Iri Luca 5 An Iri 10 An
Regnum Stalactite Cave START	Properly introduce yourself	—	—	Spa 10 El Rika 20 El
Regnum Stalactite Cave START	So then, this mouse—what is it?	—	—	—
Regnum Stalactite Cave START	Water drop	At Regnum Stalactite Cave (p.161)	Just that?	Ruka 5 Iri
			That's surprising.	No change
Regnum Stalactite Cave ⑥ Anju's Lecture		—	—	—
Regnum Stalactite Cave 6 Spada's Memory		—	Be astonished	Ruka 5 Spa Spa 40 Rika
			Be impressed	Ruka 10 Spa Spa 35 Rika
Regnum Stalactite 7 Cave What does it taste like?		—	—	—
Regnum Stalactite 7 Cave How much are the mushrooms?		—	About 100 gald	Ruka 5 El Iri 10 El
			About 1000 gald	Ruka 10 Iri
			About 10000 gald	Luca 10 L

Occurrence Timing	Skits	Trigger Conditions	Options	Bond Value Change
Regnum Stalactite Cave: Taciturn Conway		—	Affirm	No change
			Deny	Luca 15 Con
Regnum Stalactite Cave: ⑨ Location of the Mansion		In the royal capital Regnum (p.140)	—	—
Regnum Stalactite Cave	Asra and Orifiel's Alliance	On the field	—	—
Regnum Stalactite Cave: Orifiel's Lostness		Stay at an inn (except Sanya Village)	—	—
Regnum Stalactite Cave: Orifiel's Wish		Watch the skit "Orifiel's Tactics" (P.362) and stay at the inn	—	—
Regnum Stalactite Cave: Vritra's Anguish		Watching the skit "Inanna and Ilia" (P.360) / Stay at the inn	—	—
Shopkeeper's Mansion START	One or two	The shopkeeper's mansion (P.164) resident	—	—
About Naos at the shopkeeper's mansion 6		—	—	An 45 Rika An 20 El Rika 40 El
Elmana's power at the shopkeeper's mansion		—	Affirm	Luca 10 Spa Luca 5 El Spa 35 El
			Negate	Luca 10>Spa Luca 10 El Spa 30 El
The feeling of being held at the shopkeeper's mansion		—	Rejoice	Luca 10 El Spa 10 El El 60 Con
			Embarrassed	Luca 5 El Spa 10 L L <65 Con
Shopkeeper's Mansion - Mr. Luca		Watching the skit "What does it taste like?" (P.362)	—	—
Shopkeeper's Mansion 5 Is it safe ahead?		At Royal Capital Regnum MAP1 (P.140) Watching the skit "Stealthy Steps 1" (P.362)	—	Luca 5 Con Ann 5 El
Shopkeeper's Mansion 5 Stealthy Steps 2		Stay at an inn (excluding mountain camp and supply base Thort)	—	—
Shopkeeper's Mansion 5 Nightmare and Sleeping Together		Stay at an inn (excluding mountain camp and supply base Thort)	—	Ann 10 El
The Shopkeeper's Mansion 5 Smoking ※1		Stay at an inn (excluding mountain camp and supply base Thort)	—	Iri 5 Ann
Shopkeeper's Mansion 6 Trap ※1		Stay at an inn (excluding mountain camp, supply base Thort, and Sania Village)	—	Iri 5 Spa Iri 5 El Spa 10 El
Shopkeeper's Mansion 5 The futon flew away		Stay at an inn (excluding mountain camp, supply base Thort, and Sania Village)	—	—
Shopkeeper's Mansion 5	Privilege of Having a Cold ※1	Stay at an inn (except for the Pass Camp, the southern country Galpos, Supply Base Tote, and Sania Village)	—	Luca 5 Iri Luca 10 Ann Luca 5 El
The shopkeeper's mansion 5	Hallucinogenic Sleep	Stay at an inn (excluding Mountain Pass Camp, the southern country Galpos, Supply Base Toth Saniya Village)	Go to sleep as is	Luca 5 Ann Luca 5 Con
			Forcefully take them to the room	Luca 10 El
Shopkeeper's Mansion — Vritra's Solitude		—	—	Ann <25 El
The shopkeeper's mansion 8	Cerberus and Vritra	—	Harbor feelings	No change
			Speak harshly	Luca 10 El Iri 10 El
Shopkeeper's Mansion — Secret Basement		—	—	Luca 5 Spa Luca 5 El Luca 10 Con Spa 20 El Spa 50 Con El <50 Con
Shopkeeper's Mansion — Interest in Technology		—	—	Luca 10 Ann
The shopkeeper's mansion 8	Preparation for Deep Sleep	—	—	Iri 30 El
The shopkeeper's mansion 8 — I wonder what they ate...		—	Raise expectations	No change
			Don't get hopes up too much	Luca 10 L
The shopkeeper's mansion 9 — Regarding southwest area development		—	—	—

※1: Does not occur between the eastern country Ashihara and the Ashihara royal tomb. ※2: Does not occur between Sky Castle START and Sania Village/Myusu Tribe village.

Occurrence Timing	Skits	Trigger Conditions	Options	Bond Value Change
Shop Owner's Mansion Ship Voyage		—	—	ルカ 5 Con Iri 10 Spa Spa 50 An An 20 El
Shop Owner's Mansion	Who is Osvald? 1	—	—	An 20 Rika An 10 El Rika 30 El
East Country Ashihara START	Who Is Ashihara?	At East Country Ashihara (P.166)	—	—
East Country Ashihara START	What is Ashihara's specialty?	At East Country Ashihara (P.166)	—	—
East Country Ashihara 1	Alone with Ilia...	—	—	—
East Country Ashihara 2	What should I do...	—	—	—
East Country Ashihara ②	I'm tired from walking.....	Talk to town residents three or more times	—	—
East Country Ashihara 3	Awkward...	—	—	—
East Country Ashihara 4	That Luka of all people!	—	—	—
East Country Ashihara 4	What's the real story?	Have watched the skit "That Luka of all people!"	—	—
East Country Ashihara 4	Tragedy because of the futon	Stay at an inn (East Country Ashihara)	—	Iri 5 An Iri 5 El
East Country Ashihara 4	Fish caught in the net	Stay at an inn (East Country Ashihara)	—	—
East Country Ashihara 4	Stealthy Steps 3	Have watched the skit "Stealthy Steps 2" (P.363) Stay at an inn (except Pass Camp and Supply Base Thort)	—	—
East Country Ashihara 4	New Skill Experiment	Stay at an inn (except Sanya Village)	—	Luca 5 Elle Luca 10 Koh
Ashihara Royal Tomb 1	It was a strange way of speaking, but ... ?	—	—	—
Ashihara Royal Tomb 1	Let's look for Jirochou	—	—	—
Ashihara Royal Tomb 4	About the monsters	—	—	—
Ashihara Royal Tomb 4	Seen Within the Contract	—	Tell (someone) to leave it to (you/them)	Luca 20 Rika Ann 40 Rika
			Say it's wrong	Luca 10 Ann Luca 10 Rika Ann 40 Rika
Ashihara Royal Tomb 6	Photose hypersensitivity	—	—	El 40 Con
Ashihara Royal Tomb 6	Let's go report	—	—	—
Ashihara Royal Tomb 8	Populist King	—	Talk back	Luca 10 Iri Iri 20 El Iri 85 Con El 30 Con
			Agree	Luca 15 Iri Luca 15 El Luca 10 Con Iri 15 El Iri 75 Con El 30 Con
Ashihara Royal Tomb 10	Bad swimmer?	Located in Ashihara Royal Tomb (P.168)	Feel pity	Luca 10 El
			Express sympathy	Luca 15 El
Ashihara Royal Tomb 2	Demon Lord	—	—	—
Ashihara Royal Tomb 12	Ilia's headache, again	—	—	Iri 10 Ann
Ashihara Royal Tomb 2	Relationship with Sakuya	—	Give thanks	Luca 25 Spa
			Object	No change
Ashihara Royal Tomb 2	Is Ilia betraying (us)?	—	(Choice 1) Affirm	ルカ 5 Iri Iri 15 Spa
			(Choice 1) Firmly deny	Ruka 15 Spa Iri 5 Spa
			(Choice 1) Stay silent	No change
			(Choice 2) Press for answers	Luca 15 Rika Rika 20 El
			((Choice 2) Let it slide	Ruka 10 El Rika 25 El
			(Choice 3) Apologize	Ruka 15 Con Ann 70 Con
			(Option 3) Think	Ruka 20 Ann Ann 70 Con

Occurrence Time	Skit Name	Trigger Conditions	Options	Bond Value Change
Ashihara Royal Tomb 1	Male Dialogue	—	—	Ruca 5 Spa
Ashihara Royal Tomb 2	About Chitose	—	—	—
Ashihara Royal Tomb 4	What Is the Joy of Travel	—	Keychain!	Luka 10>El Spa 20 El
			Ornament!	Ruca 10 Spa Spa <20> El
			Do not agree	Ruca 5 Spa Ruca 5 El Spa25 El
Garam Port START	About Garam Port and the mine: Praise Ricardo's knowledge at Garam Port (p.173)		Mourn the war	Ruca 20 Con Rica 20 Con
			Praise Ricardo's knowledge	Ruca 15 Rida Rika 25 Con
Garam Port START	What is 1 plus 1?	Watching the skit "Teacher Luca" (p.363)	—	—
Garam Port START	The morning is early	Stay at an inn (Garam Port)	—	—
Garam Port START	Stealth Step 4	Watching the skit "Stealth Step 3" (p.364) / Stay at an inn (Pass camp, supply base Taut on p.54)	—	—
Garam Port START	Forehead scar 1	Stay at an inn (except in the southern country Galpos, commercial city Mamoot, supply base Taut, the northern country Tenos, and Sania Village) Watching the skit "Forehead Scar 1" / Stay at an inn (except in the southern country Galpos, commercial city Mamoot, supply base Taut, the northern country Teno	—	—
Garam Port START	Forehead Wound 2		—	—
Garam of the Western Country START	About Garam	—	—	—
Garam of the Western Country START	About the Volcano	—	Empathize	No change
			Wonder	Ruca 15 Ann
Western Country Garam 1	Cleaning in progress	Talk to the clerk at the inn in Garam of the Western Country (P.178)	—	—
Garam of the Western Country 2	Who's the kind of guy is Hasta?	—	—	—
Garam of the Western Country 3	Concern 2 Hasta	—	—	—
Kelrum Volcano START	Doesn't look strong	—	It can't be helped, they say	Luca 10 Iri Ruca 10 El Iri 10 El
			Agree	Iri 30 El
Kelmu Volcano START	Natural kiln	At Kelm Volcano (P.179)	—	—
Kelmu Volcano 1	Something's wrong with Spada?	—	Agree	Ruca 25 An Ruca 25 El An <25 El
			Refute	An 60 El
Kelmu Volcano 1	Decide to go on a diet	—	Tell the truth	Ruca 25 An
			Hedge	No change
Kelmu Volcano 1	I was thinking...	—	—	—
Kelmu Volcano 2	Spada still acting strange. Watching the skit "Spada seems strange?"		Try asking	Ruka 10 Iri Iri 40 Rika
			Leave it alone	Ruca 10 Rika Iri 40 Rika
Kelmu Volcano 4	Not on good terms with Ricardo?	—	Agree	Ruca 10 Con
			Disagree	Ruca 5 Con
Kelmu Volcano 4	About Vulcan	—	—	—
Kelmu Volcano 4	Aloof Ricardo	—	—	Iri 20 Spa Iri 30 Con Rika 40 Con
Kelmu Volcano ④	Grumpy Ilia	—	—	Iri 30 An
Mount Kerm Volcano 4	Leisurely Travel Sentiment	—	To sulk	Luca 5 Spa Spa 20 El
			To pretend to be fine	Luca 5 El Spa 20 El
Kelmu Volcano 4	Pasta Guy	—	—	—
Mount Kerm Volcano 4	Untrustworthy Guy	—	—	—
Mount Kerm Volcano ④	Came here	Stay at the inn (Garam, Western Country)	—	—

Occurrence Timing	Skits	Trigger Conditions	Options	Bond value change
Kelmu Volcano 4	Gasp!? Ilia's... ※1	Stay at the inn where the skit "Trap" (p.363) is being viewed (excluding the mountain pass camp and the supply base Torte)	—	Iri 5 Ruka 10 An Iri 5 An
Kelmu Volcano 4	Pink Ruffles	Stay at an inn (excluding mountain camp, supply base Thort, and Sania Village)	—	—
Kelmu Volcano 5	The Birth of God	On the field	Be grateful Be curious	Ruka 10 > El No change
Kelmu Volcano 3	Asura's foster parent	Watching the skit "The Birth of God" / On the field	Be shy Feign embarrassment	Ruka 10 > El Ruka 5 El
Kelmu Volcano 5	Durandal and Gae Bolg	are on the field	Lament Agree	No change Luca 5 Spa
Kerm Volcano 5	Vritra's Birth	Skits: Watching "Birth of a God"/On the field	Ask if there were any regrets Praise/Console	Luca 5 El Luca 10 El
Kelmu Volcano 5	Maker of Durandal	Skits: Watching "Durandal and Gae Bolg"/ Stay at an inn	—	—
Interstice of the Otherworld Nigel START	Stomach tingling	Located in the Interdimensional Rift: Nigel (P.182)	Stop Dissect together	No change Luke 5 Con
Interdimensional Rift Nigel ②	Kyukyu's ka	—	Agree casually Probe/Press the matter	Luke 5 Con No change
Interdimensional Rift Nigel ④	The meaning of "weird"	—	Brush it off Apologize	Luke 10 Spa Luke 10 Con Luke 10 Con Luke 20 Qyu
The Rift Between Worlds Nigel ③	About the Gate	—	Ask further Be satisfied	Luke 5 Con Luke 10 Con
The Rift Between Worlds Nigel ④	Self-proclaimed Archaeologist	Watching the skit "About the Gate"	—	Con 0 Qyu
The Rift Between Worlds Nigel ⑤	② The true identity of Kyukyu	—	—	—
The Rift Between Worlds Nigel ⑤	Worries in the Large Room	Stay at an inn (except Pass Camp, the southern country Galbos, Supply Base Tote, and Sania Village)	—	Rica 10 El
The Rift Between Worlds Nigel S	Kyukyu's Interest	—	I think it was good I think it's strange	Ruca 25 Qyu Ruca 20 Qyu
battleship Lavender ①	Battleship and KyuKyu	—	Take Kyukyu's side Take Conway's side	Ruca 20 Qyu Ruca 15 Con
battleship Lavender ①	Is that a thief?	Watching the skit "Self-proclaimed Archaeologist"	—	—
battleship Lavender ①	KyuKyu's Technique	—	—	—
Southern Country Galpos START	About Galpos	Located in the southern country Galpos (p.194)	—	Spa 20 El Spa 80 Q EL 90 Q
Southern Country Galpos START	It's hot...	In the southern country Galpos (P.194)	—	—
Gulpos, a Southern Country START	Anju's Hug	—	—	Iri 5 An An 5 El An 5 Kyu
Gulpos, a Southern Country START	Where is the swimsuit beach?	In the southern country Garbos (P.194)	—	—
Gulpos, a Southern Country START	Kyukyu studying	—	—	An<10>kyu
Southern Country Galpos START	A Mass of Desire	—	—	—
Southern country Galpos ①	Anju's worries	—	—	—
Southern country Galpos ①	Spacesmock 1	Stay overnight (Southern country Galpos)	—	—
Southern country Galpos ①	Secret delight	Stay overnight (Southern country Galpos)	—	—
Southern country Galpos ①	Spacesmock 2	Stay overnight (Southern country Galpos)	—	—
Southern country Galpos ①	Southern country Galpos: The mystery of the little flower	Stay at an inn (except for the mountain pass camp, the commercial city Mamuth, the supply base Thoth, the northern country Tenos, and Sania Village)	—	Iri 10 kyu An 5 kyu El 10 kyu
Southern country Galpos ①	Southern country Galpos: Secret night outing	Stay at an inn while watching the skit "Secret Pleasure" (except for the mountain pass camp, the holy city Naos, the commercial city Mamuth, the supply base Thoth, the northern country Tenos, and Sania Village)	—	—

※1: The event does not occur between Sky Castle START and Sania Village/Myuus Tribe Village. From the second playthrough onward, it becomes "Self-proclaimed Archaeologist (translation)"

Occurrence Timing	Skits	Trigger Conditions	Options	Bond value changes
Galpos Orchard START	Iria's headache	At Galpos Orchard (P.196)	Make a joke	Iri 20 An
			Worry	Luca 10 Iri Iri 10 An
Galpos Orchard START	Body of Happiness	Watching skit "Ange's Worries"	Agree with KyuKyu	Luca 25 An Luca 20 Kyu An 80 Kyu
			Agree with Ange	Luca 20 An Luca 15 Kyu An 100 Kyu
Gulpos Orchard START	I want to change clothes	Watching skit "It's hot..." / At Galpos Orchard (P.196)	—	Luca 10 Iri Luca 10 > Rika Luca 10 > Con Iri 50 Rika Iri <30 Con Rika 20 Con
Garupos Orchard 2	The dog's handiwork	At Galpos Orchard (P.196)	—	Iri 10 Spa
Garupos Jungle START	Ange's Doctrine	—	Ask	—
			Give thanks	Ruca 10 Ili Ruca 10>An Ili 15 An
Garbos Jungle START	Mottled mushroom	Located in Garupos Jungle (P.198)	—	—
Garupos Jungle ❹	He was a strange old man, wasn't he?	—	—	Luca 15 Spa Luca 15 Rika Ruca 10>Con Spa 70 Rica Spa70Con Rica 30Con
Garupos Jungle ❹	Dog-man → Sian	—	You should save him	Ruca 10> Spa Ruca 10>El Spa40El
			You should let him think for himself	Luca 10 El Spa 40 El
			Saying that sympathy is not good	Luca 10 Spa Spa 40 El
Garupos Jungle 4	The ideal self	—	I think so...	Kairi
			That's not true	—
Galpos Jungle 6	About the region's faith	—	—	—
Garbos Jungle 6	Am I important?	—	—	—
Garupos Jungle 7	Lonely Cerberus ※3	—	—	—
Garupos Jungle ❼	The Sad Reincarnate	—	Agree	Luca 10 Iri
			Disagree	No change
Garupos Jungle ⑩	Isn't it heavy? 4※	—	—	—
Garupos Jungle ⑩	Kyukyu's Worry ※4	—	—	—
Garupos Jungle ⑩	What does "gamedtsui" mean? ※4	Watching the skit "Mass of Desire" (P.366)	—	—
Galpos Jungle ⑩	Watching the Orphiel and Cerberus skit "Orphiel's Wish" (P.363)	Stay at the inn	—	—
Galbos Jungle ①	②Conway's knowledge	—	—	—
Grigori Village START	Is that Matias...?	—	—	—
Grigori Village START	Ricardo... that bastard!	—	Agree	Illy 60 Spa
			Do not agree	Luca 15 Illy Luca 10 Spa Illy 40 Spa

※3: Does not occur while aboard the airship Ventus 2. *4 Does not occur between Grigori Village START and Grigori Village.

Occurrence Timing	Skits	Trigger Conditions	Options	Bond value changes
Grigori Village START	Ricardo... what's wrong? Skit "Ricardo... that bastard!" (P.367) Watch ...there		Forgive	Luca 10 Ann Ann <20> El
			Unforgivable	Luca 10> El Ann 20 El
Grigori Village START	No imprisonment, please!	—	—	ルカ 5 Iri Luca 30 Q Iri 100 Q
Grigori Village START	Talk to Grigori	—	—	—
Grigori Village 1	How are surface people perceived What?	—	—	—
Commercial City Mamuto START	Grigori and Gardle	—	—	—
Commercial City Mamuto START	About what lies ahead	In Commercial City Mamuto (p.204)	Complain	Rica 70 Q
			Give up	Luca 10 Rica Luca 30 Q Rica 40 Q
Commercial City Mamuto START	Fallen Angel	—	Apologize again	No change
			Remain silent	Luca 25 Rica
Commercial City Mamuto START	Try comforting Ricardo	—	Be suspicious	Luca 10>Rica
			I'll leave it at that	Luca 15 Rica
Commercial City Mamuto START	Who is Osvald? 2!	—	—	—
Commercial City Mamuto START	Mamut accent	Located in the commercial city Mamuto (p.204)	Praise the dialect	Luca 10 El Rica 30 El
			Feel a sense of incongruity	Rica 40 El
Commercial City Mamuto START	Hypnos's Wish	Viewed the skit "Hypnos and Brother" (p.361) / Stay at an inn	—	—
Commercial City Mamuto START	Morning in the merchant town	Stay at an inn (commercial city Mamuto)	—	—
Commercial City Mamuto START	The Battlefield Called the Starving Mark	Stay at an inn (commercial city Mamuto)	—	Ann 5 El Ann 5 Q El 10 Q All characters' bond values increase by 5 (Spada and Ange, Ange and Conway, Ricardo and Conway, Elmarna and Conway are 10)
Commercial City Mamuto START	Tonight's Dinner※	Stay at an inn (mountain pass camp, supply base Toot, excluding Sania Village)	—	
Commercial City Mamuto START	That white coat?	Stay at an inn (Royal Capital Regnum, Western Country Garam, Country Galpos, Commercial City Mamuto) South	—	—
Commercial City Ma mu 1	Ilia's seriousness	On the field	Cheer	Luca 15 Iri
			Be astonished	Luca 10 Iri
Remlance Marsh/ At Supply Base Toot 1	About Remlance Marsh	Located in Remlance Marsh (p.206)	—	—
Remlance Marsh/ Supply Base Toot 1	Moving Corpse	—	—	Ruka 10 Rica Iri 50 Rica
Remlance Marsh/ Supply Base Toot 1	Bite by a corpse...	Located in Remlance Marsh (p.206)	—	Spa 10 El
Remlance Marsh/ Supply Base Toot 1	muttering muttering muttering	Located in Remuresu Marsh MAP2 (p.207)	Care	Ruka 10 El Iri 10 Spa
			Leave it alone	Iri 20 Spa
Remuresu Marsh/ Supply Base Taut 2	Census and Ratio	—	Shocked	Ruka 10 An Spa 50 An
			Be astonished	Ruka 10 Spa Spa 50 An
Remuresu Marsh/ Supply Base Taut 2	Anju, lost in thought	—	—	Ruka 10 An An 20 Rica An 55 Con Rica 20 Con
Remuresu Marsh/ Supply Base Taut 2	Sometimes looks like a grim reaper	—	—	—

※ : Between Sky Castle START and Sania Village/Myelle Tribe Village does not occur.

Occurrence period	Skits	Trigger Conditions	Options	Value fluctuation
Remuresu Marsh/ Supply Base Tote 3	About the Battle Situation	—	—	—
Remuresu Marsh/ Supply Base Tote 3	Kyukyu and War 1	—	Does it smell that strong?	No change
			You have a keen nose.	Rica 10 Qyu
Remuresu Marsh/ Supply Base Tote 3	Kyukyu and War 2	Skits: Watching "QyuQyu and the War 1"	—	Rica 15 Qyu
Remuresu Marsh/ Supply Base Tote 3	Swaying Ange	Stay at an inn (except Sanya Village)	—	—
Remuresu Marsh/ Supply Base Tote 4	An anxious night	Stay at the inn (Supply Base Tote)	—	Luca 5 Rica
Northern Battlefield START	Are you tired?	You are at the Northern Battlefield (p.211)	Assert	Ruca 15 El
			Ask a few questions	Ruca 10 El
Northern Battlefield START	About the dangers of the battlefield	You are at the Northern Battlefield (p.211)	—	—
Northern Battlefield START	Ilia changes again...	—	—	—
Northern Battlefield START	The battlefield's Rickdare	You are at the Northern Battlefield (p.211)	—	Spa 40 El
Northern Battlefield 1	Asura's Filial Impiety	—	Apologize	Ruca 20 El
			Give thanks	Ruca 15 El
Northern Battlefield 2	Him again...	—	—	—
Northern Battlefield 22	Conway is an enemy	—	—	—
Northern Battlefield 3	About Tenos	—	—	—
Northern Battlefield 3	Brr!	Exit the northern battlefield (p.211) through the north exit	Say something	Luca 10 Iri Luca 10 El Iri 30 El
			Say nothing	Iri 40 El
Northern Battlefield 3	Who is Albert?	—	Recommend meeting	Luca 15 Ann Ann 45 Rika
			Advise not to meet	Luca 15 Rika Ann 45 Rika
North Country Tenos START	Anju the Glutton	—	Affirm	Luca 15 Ann Ann 70 Q
			Negate	Luca 30 Q Ann 60 Q
North Country Tenos START	Ate too much...maybe?	—	—	Iri 40 Ann Iri 40 El
North Country Tenos START	Any other maxims?	—	—	Ruca 15 Ann
Tenos, the northern country START	What is this white thing?	Located in the northern country Tenos (p.214)	—	—
North Country Tenos 1	Smells fishy	—	—	Spada 10 El Everyone's bond value increases by 5 (Luca and Anju, Luca and Kyukyu, Iria and Ricardo, Iria and El mana, Iria and Kyukyu, Spada and Anju, Anju and Conway, El mana and Conway, Conway and Kyukyu are 10. Spada and Ricardo are 15)
North Country Tenos 1	Snowball Fight	Watching the skit "Let's! Pillow Fight" (P.360)/ Stay at an inn (Northern Country Tenoce)	—	
Tenos, the northern country 1	Kamakura 1	Stay at an inn (Northern Country Tenoce)	—	Iria 5 An Iria 5 El Iria 5 Kyu An 5 El An 5 Kyu El 5 Kyu

Occurrence Timing	Skits	Trigger Conditions	Options	Bond value changes
North Country Tenos	At Kamakura 2	Stay at an inn (Northern Country Tenoce)	—	Luca 5 Spada Luca 5 Ricardo Luca 5 Conway Spada 5 Ricardo Spada 5 Conway [Rica 10 > Conway]
North Country Tenos	Footprints 1	Stay at the inn (North Country Tenos)	—	—
North Country Tenos	Small Kindness	Stay at the inn (North Country Tenos)	—	—
Garden Waiting for Gods START	Ruins Exploration	In the Garden Waiting for Gods (P.216)	—	Luca 5 Spada Iria 5 Spada
Garden Waiting for Gods START	Too cold!	In the Garden Waiting for Gods (P.216)	—	Spada 40 An Spa 40 L An 40 El
Waiting-for-God's Garden START	Warm It Up	In Kamimachi Garden (p.216)	—	—
Waiting-for-God's Garden START	Slips and Falls 1	In Kamimachi Garden MAP 1 (p.217)	—	Spa 20 Q Rika 10>Q
Kamimachi Garden START	Slips and Falls 2	Watching the skit "Slips and Falls 1" in Kamimachi Garden In MAP 2 (p.218)	—	—
Kamimachi Garden START	No shouting	In Kamimachi Garden MAP 2 (p.218)	—	—
Waiting-for-God's Garden	Slips and Falls 3	Watching the skit "Slips and Falls 2" in Kamimachi Garden In MAP 3 (p.219)	—	An 10 Rika
Kamimachi Garden	Quiet Coda	Located in Garden of Divine Waiting MAP3 (p.219)	—	—
Kamimachi Garden	Is Ange acting strange?	—	—	—
Kamimachi Garden	Oh, Ange!	—	—	—
Waiting-for-God's Garden	What is Albert's objective?	am watching the skit "Anju tta ra!"	—	—
Waiting-for-god Garden	Let's follow him	—	—	—
Waiting-for-god Garden	That guy Albert...	—	Talk	Luke 10>Spa
			Don't speak	Luke 5 Spa
Waiting-for-God's Garden	Let's confirm his true intentions	—	Deny	Luke 10>Rica Rica 25 Con
			Hedge my words	Luke 10 Con Rica 25 Con
Waiting-for-God's Garden	Let's go to the weapons factory	—	—	—
Tenos Weapons Factory START	Kkyukyuu's Great Joy	At the Tenos Weapons Factory	Reprimand	Luca 10 Con
			Apologize	Luca 20 Kyu
Tenos Weapons Factory START	Raised in the south	Watching the skit "Kyukyu's Great Joy"	—	—
Tenos Weapons Factory	About the Sky Castle ※2	—	Ask a question	Luca 5 Iri Iri 20 El
			Give an opinion	Luca 10 El Iri 20 El
Tenos Weapons Factory	Orvfiel's Punishment — Located at Tenos Weapon Factory MAP 7 (P.226)		—	—
Tenos Weapon Factory	How about Albert?	—	—	Iri 60 An Iri 60 El An 50 El
Tenos Weapon Factory 6 — Vritra and Asura		Stay at an inn	—	—
Tenos Weapon Factory 5 — Vritra Reincarnation		Skit "Vritra and Asura" — Stay overnight at the inn while watching	—	—
Tenos Weapon Factory 6 — Himmel, right?			—	—
Airship Ventos START	About the Airship	On the field	—	—
Airship Ventos START	I was nervous...	—	—	Rika 80 Q
Airship Vent ②	Ilia's Headache	—	—	—
Airship Vent s③	Airship Journey	On board the airship	—	—
Airship Vent s③	Not to be underestimated	On board the airship	—	—
Airship Wendt ③	Albert and Ricardo	At Teno's Weapons Factory MAP7 (P.226)	—	—
Airship Wendt S ③	Who's beyond the door?	Stay at the inn (Northern country Teno)	—	—
Sky Castle START	Beware of gusts	At Sky Castle MAP1 (P.231)	If he fell like that...	No change
			Make El angry	Luca 10 El

※1: The event does not occur between Sky Castle START and Sania Village/Myuus Tribe Village. ※2: Does not occur while aboard the airship Ventos 23.

Occurrence Timing	Skits	Trigger Conditions	Options	Bond Value Change
Sky Castle START	Himmel is the light of the heavens	I am watching the skit "What is Himmel?" / Stay at the inn	—	—
Sky Castle START	Himmel's Heart	Watching the skit "Himmel Is a Light of the Heavens" / Stay at an inn	—	—
Sky Castle START	Himmel's Decision Reverence for Asura Sakuya and Inanna Why has the Sky Castle remained?	Watching the skit "Himmel's Heart" / Stay at an inn	—	—
Sky Castle START		Stay at an inn (Eastern Country Ashihara)	—	—
Sky Castle START		Stay at an inn (Eastern Country Ashihara)	—	—
Sky Castle ②		—	—	—
Sky Castle ⑧	Moving Statue	—	Let it play	Luca 10> Con Con 70 Q
			Ask further	Ruca 20 Q Con 70 Q
Sania Village/Miu Res Tribe Village START	The Giant's Wish	—	—	—
Sania Village/Miu s Tribe Village START	Don't Ignore Me!	—	—	—
Sania Village/Miu s Tribe Village	Ilia in Sania Village	—	tease	ルカ 5 Iri Iri 40 Q
			deceive	Ruka 30 Q Ruka 15 Iri Ruka 15 Spa Ruka <15 Ann Ruka 20 Rica Ruka 20 El Ruka 15 Con Ruka 30 Q Iri 25 Spa Iri 30 Ann Iri 30 Rica Iri 20 El Iri 30 Con Iri 80 Q
Sania Village/Miu Su Tribe Village	Glad you came back ta ※3	—	—	Spa 50 Ann Spa 50 Rica Spa <20> El Spa 50 Con Spa 80 Q Ann 30 Rica Ann 20 El Ann<55 Con Ann 50 Q Rica 50 El Rica <25 Con Rica 35 Q El 50 Con El 90 Q Q 70 Con
Sania Village/Miu Su Tribe Village	②Coda's Past Life?	—	—	—
Sania Village/Miu Su Tribe Village ②	Movements of the Royal Capital Army	—	—	—
Sania Village/Miu Su Tribe Village ②	Why Protect the Genesis Power What?	At Ilia's House in Sania Village (P.237)	—	—
Sania Village/Miu Su Tribe Village ②	Memories of Cerberus	At Ilia's House in Sania Village (P.237)	—	—
Sania Village/Miu Su Tribe Village ②	Want to Try Holding (Them)	At Ilia's House in Sania Village (P.237)	—	—
Sania Village/Miu Su Tribe Village ②	②Shian and Mathius	At Ilia's House in Sania Village (P.237)	—	—
Sania Village/Miu Su Tribe Village 3	About War	—	—	—
Sania Village/Miu The S Tribe Village 3	Durandal's betrayal Is on the field		Object Agree	No change Luca 20 Sp

※3: From the second playthrough onward it will be "I'm glad you came back (translation)."

Occurrence time	Skits	Trigger Conditions	Options	Bond value change
Sania Village/ Myuusu Tribe Village 3	Fed up...	Not aboard a ship or airship	—	Luca 5 Rica Rika 60 Q
Sania Village/ Myuusu Tribe Village 3	Iria snorting angrily	—	—	—
Sania Village/ Myuusu Tribe Village 3	Acrobatic Flight	On the airship watching the skit "Fed Up..." (P.371)	—	—
Sania Village/Myu ② Tribe Village ③	About the Garden Awaiting the Gods	At Teno's Weapons Factory MAP7 (P.226)	—	—
Sania Village/ Myuusu Tribe Village 3	Cian's Condition	At Ilia's House in Sania Village (P.237)	—	—
Sania Village/ Myuusu Tribe Village 3	Ker and Velo: a narrow escape	At Ilia's house in Sania Village (P.237), watching the skit "Cian's Condition"	—	—
Sania Village/ Myuusu Tribe Village 3	Vritra's Letting Go of Its Child	Stay at an inn	—	—
Sania Village/ Muse Tribe Village ③	A well-off young master n	Stay overnight at Ilia's house (P.237)	—	—
Sania Village/ Myuusu Tribe Village 3	Conway and the Hot Spring	Stay at the inn (Garam, Western Country)	Charming, but... m aybe I should just move in.	Ruca 10 Con Ruca 5 Con
Sania Village/ Myus Tribe Village 3	2. Hartmann and the Hot Spring	Stay at the inn (Garam, Western Country)	—	—
Dawn Tower START	About the Dawn Tower	—	—	—
Dawn Tower START	I feel hesitant...	—	—	Ruca 5 Rika ルカ 5 Con Rika 15 Con
Tower of Dawn ②	About Hasta	—	—	—
Tower of Dawn ②	2. Salvation of the Soul	—	—	—
Tower of Dawn ④	Also try consoling Ricardo — see the skit "Try Consoling Ricardo" (p.368) there	is	—	Luca 5 Rika Ann 10 Rika Luca 10 Illy Luca 10 Spa Luca 10 Ann Luca 10 Rika Luca 10 El Luca 10 Con Luca 25 Q Illy 10 Spa Illy 30 Ann Illy 30 Rika Illy 20 El Illy 40 Con Illy 80 Q Spa 50 Ann Spa 50 Rika Spa 20 El Spa 50 Con Spa 80 Q Ann 30 Rika Ann 20 El Ann 50 Con Ann 90 Q Rika 50 El Rika 30 Con Rika 85 Q El 50 Con El 90 Q Con 70 Qyu
Tower of Dawn ④	Ricardo's Resolve	—	—	—
Tower of Dawn ④	Only Mathius remains!	At the Dawn Tower (p.245)	—	—
Tower of Dawn ④	② Unplanned actions	Watching the skit "Salvation of the Soul"	—	—

Skits that occur when special conditions are met

* Special skits are unlocked under specific conditions, such as reaching a certain number of battles or preparing particul

Skits triggered by Bond Value

Skits	Trigger Conditions	Essential Characters: Luis	Arieki	Ko
Me and Ilia 1 ※1 ※2	Ruca and Ilia's Bond Points are 60 or higher	●	●	
Me and Ilia 2 ※1 ※2	Viewing the skit "Me and Ilia 1" / Luka and Ilia bond value 100 or more / After Regnum Pass START	●	●	
Me and Ilia 3 ※1 ※2	Viewing the skit "Me and Ilia 2" / Luka and Ilia bond value 150 or more / After the Western Battlefield	●	●	
Me and Ilia 4 ※1 2	Viewing the skit "Me and Ilia 3" / Luka and Ilia bond value 180 or more / After Holy City Naos 4	●	●	
Me and Ilia 5 ※1 ※2	Viewing the skit "Me and Ilia 4" / Luka and Ilia bond value 220 or more / After Ashihara Royal Tomb 2	●	●	
Me and Ilia 6 ※1 ※2	Viewing the skit "Me and Ilia 5" / Luka and Ilia bond value 320 or more	●	●	
Me and Ilia 7 ※1 ※2	Viewing the skit "Me and Ilia 6" / Luka and Ilia bond value 400 or more / Regnum Pass / Reincarnate Research Institute START or later	●	●	
Me and Ilia 8 ※2	Viewing the skit "Me and Ilia 7" / Luka and Ilia bond value 620 or more / After Kelm Volcano	●	●	
Me and Ilia 9	Viewing the skit "Me and Ilia 8" / Luka and Ilia bond value 720 or more / After Commercial City Mamoot START	●	●	
Me and Ilia 10	Viewing the skit "Me and Ilia 9" / Luka and Ilia bond value 900 or more / After Dawn START	●	●	
Me and Spada 12	The bond value between Luca and Spada is 60 or higher	●		●
Me and Spada 2 ※2	Watching skit "Me and Spada 1" / Luka and Spada affinity value 130 or higher / After Regnum Stalactite Cave START	●		●
Me and Spada 3 ※2	Watching skit "Me and Spada 2" / Luka and Spada affinity value 200 or	●		●
Me and Spada 4 ※2	higher Watching skit "Me and Spada 3" / Luka and Spada affinity value 2	●		●
Me and Spada 5 ※2	50 or higher Watching skit "Me and Spada 4" / Luka and Spada affinity value 300 or higher / After Kelem Volcano	●		●
Me and Spada 6 ※2	Watching skit "Me and Spada 5" / Luka and Spada affinity value 380 or higher / After Kelem Volcano	●		●
Me and Spada 7 ※2	Watching skit "Me and Spada 6" / Luka and Spada affinity value 520 or hi	●	●	●
Me and Spada 8 ※2	gher Watching skit "Me and Spada 7" / Luka and Spada affinity value 620 or higher / After Holy City Naos 3	●		●
Spada and Me 9	Watching skit "Me and Spada 8" / Luka and Spada affinity value 720 or higher / After Teno's Weapon Factory START	●		●
Me and Spada 10	Watching skit "Me and Spada 9" / Luka and Spada affinity value 850 or higher / After Tower of Dawn START	●		●
Me and Anju 1 2	Luka and Anju affinity value 60 or higher / After Naos Base ⑩	●		
Me and Anju 2 2	Watching skit "Me and Anju 1" / Luka and Anju affinity value 110 or higher	●		
Me and Anju 3 2	Watching skit "Me and Anju 2" / Luka and Anju affinity value 170 or higher / After Garam Port START	●		
Me and Anju 4 ※2	Watching skit "Me and Anju 3" / Luka and Anju affinity value 230 or higher / After Kelem Volcano	●		
Me and Anju 5 ※2	Watching skit "Me and Anju 4" / Luka and Anju affinity 320 or higher	●		
Me and Anju 6 ※2	Watching skit "Me and Anju 5" / Luka and Anju affinity 380 or higher	●		
Me and Anju 7 2	Watching skit "Me and Anju 6" / Luka and Anju affinity 580 or higher / After Kel Volcano	●		
Me and Anju 8 2	Watching skit "Me and Anju 7" / Luka and Anju affinity 640 or higher	●		
Me and Anju 9 2	Watching skit "Me and Anju 8" / Luka and Anju affinity 720 or higher Watching skit "Me and Anju 9" / Luka and Anju affinity 900 or higher / After the Dawn Tower START	●		
Me and Ricardo 1 2	Luka and Ricardo affinity 60 or higher / After Naos Base ⑩	●		
Me and Ricardo 2	Watching skit "Me and Ricardo 1" / Luka and Ricardo affinity 100 or higher	●		
Me and Ricardo 3	Watching skit "Me and Ricardo 2" / Luka and Ricardo affinity 140 or higher	●		

※1: Does not occur between East Country Ashihara 2 and Ashihara Royal Tomb 2. ※2: Does not occur between Grigori Village START and Grigori Village.

Skits	Trigger Conditions	Required Characters: Luis	Ariekico								
Ricardo and I 4	Skit "Me and Ricardo 3" (P.373) — Luka and Ricardo's bond value is 180 or higher	●				●					
Me and Ricardo 55	Viewing skit "Me and Ricardo 4" / Luka and Ricardo's bond value is 200 or higher / After starting the southern country Galpos	●				●					
Me and Ricardo 6	Viewing skit "Me and Ricardo 3" / Luka and Ricardo's bond value is 240 or higher / After Grigori Village 3	●				●					
Me and Ricardo 7	Watching the skit "Me and Ricardo 6" / Ricardo's bond value is 350 or higher	●				●					
Me and Ricardo 8	Watching the skit "Me and Ricardo 7" / Ricardo's bond value 500 or more / After Kelm Volcano	●				●					
Me and Ricardo 9	Watching the skit "Me and Ricardo 8" / Ricardo's bond value 700 or more / After Kelm Volcano	●				●					
Me and Ricardo 10	Watching the skit "Me and Ricardo 9" / Luka and Ricardo's bond value 900 or more / After starting the Tower of Dawn	●				●					
Me and Ermanna 1 ※1	Luka and Ermanna's bond value 70 or more / After Merchant's Residence 6	●					●				
Me and Ermanna 2 ※1	Watching the skit "Me and Ermanna 1" / Luka and Ermanna's bond value 150 or more / After Merchant's Residence 6	●					●				
Me and Ermanna 3 ※1	Watching the skit "Me and Ermanna 2" / Luka and Ermanna's bond value 220 or more / After Merchant's Residence 6	●					●				
Me and Ermanna 4 ※1	Watching the skit "Me and Ermanna 3" / Luka and Ermanna's bond value 250 or more / After Kelm Volcano 4	●					●				
Me and Ermanna 5 ※1	Watching the skit "Me and Ermanna 4" / Luka and Ermanna's bond value 320 or more / After Kelm Volcano	●					●				
Me and Ermanna 6 ※1	Watching the skit "Me and Ermanna 5" / Luka and Ermanna's bond value 380 or more / After Kelm Volcano	●					●				
Me and Ermanna 7 ※1	Watching the skit "Me and Ermanna 6" / Luka and Ermanna's bond value 600 or more / After Merchant's Residence 6	●					●				
Me and Ermanna 8 ※1	I have viewed the skit "Me and Ermana 7" / Luca and Ermana bond value is 700 or higher / Shopkeeper's Mansion from 6 onward	●					●				
Me and Ermana 9	I have viewed the skit "Me and Ermana 8" / Luca and Ermana bond value is 770 or higher /Commercial City Mamoot from START onward	●					●				
Me and Ermana 10	I have viewed the skit "Me and Ermana 9" / Luca and Ermana bond value is 850 or higher / Tower of Dawn from START onward	●					●				
Me and Kyukyu 1 ※1	Luca and Kukyu bond value is 60 or higher	●							●		
Me and Kyukyu 2 ※1	I have viewed the skit "Me and Kukyu I" / Luca and Kukyu bond value is 160 or higher	●							●		
Me and Kyukyu 3 ※1	I have viewed the skit "Me and Kukyu 2" / Luca and Kukyu bond value is 200 or higher	●							●		
Me and Kyukyu 4 ※1	I have viewed the skit "Me and Kukyu 3" / Luca and Kukyu bond value is 300 or higher	●							●		
Me and Kyukyu 5 1	I have viewed the skit "Me and Kukyu 4" / Luca and Kukyu bond value is 400 or higher	●							●		
Me and Kyukyu 6 ※1	I have viewed the skit "Me and Kukyu 5" / Luca and Kukyu bond value is 500 or higher	●							●		
Me and Kyukyu a ※1	I have viewed the skit "Me and Kukyu 6" / Luca and Kukyu bond value is 550 or higher / Southern Country Galpos from START onward	●							●		
Me and Kyukyu 8 ※1	I have viewed the skit "Me and Kukyu A" / Luca and Kukyu bond value is 700 or higher	●							●	●	
Me and Kyukyu 9	I have viewed the skit "Me and Kukyu 8" / Luca and Kukyu bond value is 750 or higher / Commercial City Mamoot from START onward	●							●		
Me and Kyukyu 10	I have viewed the skit "Me and Kukyu 9" / Luca and Kukyu bond value is 850 or higher / Tower of Dawn from START onward	●							●		
Me and Conway 1 ※1	Luca and Conway bond value is 60 or higher	●								●	
Me and Conway 2 ※1	I have viewed the skit "Me and Conway 1" / Luca and Conway bond value is 110 or higher	●								●	
Me and Conway 3 ※1	I have viewed the skit "Me and Conway 2" / Luca and Conway bond value is 240 or higher	●								●	
Me and Conway 4 ※1	I have viewed the skit "Me and Conway 3" / Luca and Conway bond value is 280 or higher	●								●	
Me and Conway 5 ※1	I have viewed the skit "Me and Conway 4" / Luca and Conway bond value is 380 or higher / Kelmu Volcano onward	●								●	
Me and Conway 6 ※1	Watching the skit "Me and Conway 5" / Luca and Conway's bond value is 550 or higher / After Kelm Volcano	●								●	
Me and Conway 7 ※1	You have viewed the skit "Me and Conway 6" / Luca and Conway's bond value is 650 or higher	●								●	
Me and Conway 8 ※1	You have viewed the skit "Me and Conway 7" / Luca and Conway's bond value is 700 or higher / After Kelm Volcano	●								●	
Me and Conway 9 ※1	You have viewed the skit "Me and Conway 8" / Luca and Conway's bond value is 770 or higher/ After Kelm Volcano	●								●	
Me and Conway 10	You have viewed the skit "Me and Conway 9" / Luca and Conway's bond value is 850 or higher/ After the Dawn Tower START	●								●	

*1 Does not occur between Grigori Village START and Grigori Village.

Skits	Trigger Conditions	Required Characters: Luis Ariekico							
Ilia and Spada 1 *2 *3	Ilia and Spada affinity 150 or higher / After Holy Capital Naos START	●	●	●					
Ilia and Spada 2 2※4	Have viewed skit "Ilia and Spada 1" / Ilia and Spada affinity 300 or higher / After Naos Base 13	●	●	●	●				
Ilia and Spada 3	Have viewed skit "Ilia and Spada 2" / Ilia and Spada affinity 750 or higher / After Sania Village / Myus Tribe Village 3	●	●	●					
Ilia and Anju 1 *2 *3	Ilia and Anju affinity 90 or higher / After Naos Base 10		●		●				
Ilia and Anju 2 *2 *3	Have viewed skit "Ilia and Anju 1" / Ilia and Anju affinity 200 or higher / After Eastern Country Ashihara START		●		●				
Ilia and Ange 3	Have viewed skit "Ilia and Anju 2" / Ilia and Anju affinity 700 or higher / After Sky Castle START		●		●				
Ilia and Ricardo 1 ※2 ※3	Ilia and Ricardo affinity 140 or higher / After Naos Base 10		●			●			
Ilia and Ricardo 2	Have viewed skit "Ilia and Ricardo 1" / Ilia and Ricardo affinity 300 or higher / After Commercial City Mamoot START	●	●		●	●			
Ilia and Ricardo 3	If the bond value between Ilia and Ricardo is 700 or higher while watching the skit "Ilia and Ricardo 2" / After START in the commercial city Mamout		●			●			
Iria and Ermana 1 ※2 ※3	Bond between Iria and Ermana is 80 or higher / Shopkeeper's Mansion after ⑥		●				●		
Iria and Ermana 2 ※3	Watch the skit "Iria and Ermana 1" and bond between Iria and Ermana is 200 or higher / After Garam Port START	●	●				●		
Iria and Ermana 33	Watch the skit "Iria and Ermana 2" / Bond between Iria and Ermana is 600 or higher / Kelvm Volcano after 4		●				●		
Kyukyu and Iria 13	Bond between Kyukyu and Iria is 50 or higher		●					●	
Kyukyu and Iria 2 3※	You have viewed the skit "Kyukyuu and Ilia 1" / Kyukyuu and Ilia bond value 160 or higher		●					●	
Kyukyu and Iria 33	You have viewed the skit "Kyukyuu and Ilia 2" / Kyukyuu and Ilia bond value 650 or higher		●		●		●	●	
Conway and Iria 1 ※2 ※3	Conway and Ilia bond value 90 or higher / Naos Base from ⑩ onward		●						●
Conway and Iria 2 2※3	You have viewed the skit "Conway and Ilia 1" / Conway and Ilia bond value 160 or higher / Naos Base from ⑩ onward		●						●
Conway and Iria 3※3	You have viewed the skit "Conway and Ilia 2" / Conway and Ilia bond value 650 or higher / Battleship Lavendell from 6 onward		●						●
Spada and Anju 1 ※3	Spada and Anju bond value 50 or higher / Naos Base from ⑩ onward			●	●				
Spada and Anju 2 ※3	You have viewed the skit "Spada and Anju 1" / Spada and Anju bond value 200			●	●				
Spada and Anju 3	or higher You have viewed the skit "Spada and Anju 2" / Spada and Anju bond value 500 or higher / Sky Castle START onward			●	●				
Spada and Ricardo 1	Spada and Ricardo bond value 50 or higher			●		●			
Spada and Ricardo 2	You have viewed the skit "Spada and Ricardo 1" / Spada and Ricardo bond valu e 150 or higher / Commercial City Mamut START onward			●		●			
Spada and Ricardo 3	You have viewed the skit "Spada and Ricardo 2" / Spada and Ricardo bond value 5 00 or higher / Commercial City Mamut START onward			●		●			
Spada and Ermana 1 3※	Spada and Ermana bond value 50 or higher / Shopkeeper's Mansion from 6 onward			●			●		
Spada and Ermana 2 ※3	You have viewed the skit "Spada and Ermana 1" / Spada and Ermana bond value 2 00 or higher / Shopkeeper's Mansion from ⑥ onward			●			●		
Spada and Ermana 3 3※	Watching the skit "Spada and Ermana 2" / Bond value between Spada and Ermana is 500 or higher / From Kern Volcano onward			●			●		
Kyukyu and Spada 1 ※3	Kyukyu and Spada bond value is 80 or higher / After START in the southern country Galpos			●				●	
Kyukyu and Spada 2 3※	Viewing skit "Kyukyu and Spada 1" / Kyukyu and Spada bond value is 200 or higher / After Battleship Ravendell 1			●				●	
Kyukyu and Spada 3 ※3	Viewing skit "Kyukyu and Spada 2" / Kyukyu and Spada bond value is 550 or higher			●				●	
Conway and Spada 1 ※3	Conway and Spada bond value is 40 or higher / After Naos Base 1 while on the field			●					●
Conway and Spada 2 ※3	Viewing skit "Conway and Spada 1" / Conway and Spada bond value is 150 or higher / After Naos Base 10			●					●
Conway and Spada 3 *3	Viewing skit "Conway and Spada 2" / Conway and Spada bond value is 500 or higher / After Naos Base 10			●					●
Ange and Ricardo 1	Ange and Ricardo bond value is 100 or higher / After Shopkeeper's Mansion 6				●	●			
Anju and Ricardo 2	Viewing skit "Ange and Ricardo 1" / Ange and Ricardo bond value is 150 or higher / After START in the eastern country Ashihara				●	●			
Anju and Ricardo 3	Watching skit "Ange and Ricardo 2" / Ange and Ricardo bond value 500 or higher / After Sky Castle START				●	●			
Ange and Ermana 1 3※	Ange and Ermana bond value is 60 or higher Shopkeeper's Mansion 6 or later				●		●		

*2: Does not occur between the Eastern Country Ashihara and Ashihara Royal Tomb. *3: Does not occur between Grigori Village START and Grigori Village.

Skits	Trigger Conditions	Required Characters: Luis	Ariekico						
Ange and Elmana 2 *1	Viewing the skit "Anju and Ermanna 1" (p.375) / Anju and Ermanna's bond value 200 or higher / After the Shopkeeper's Manor				●		●		
Ange and Elmana 3 *1	Viewing the skit "Anju and Ermanna 2" / Anju and Ermanna's bond value 500 or higher / After Shopkeeper's Manor ⑥				●		●		
Kukyuu and Ange 1 *1	Kyukyu and Anju's bond value 100 or higher				●		●	●	
Kukyuu and Ange 2 *1	Kyukyu and Anju's bond value 250 or higher / Viewing the skit "Kyukyu and Anju 1"				●			●	
Kukyuu and Ange 3 *1	Kyukyu and Anju's bond value 550 or higher / Viewing the skit "Kyukyu and Anju 2"			●	●		●	●	
Conway and Ange 1 *1	Conway and Anju's bond value 40 or higher / After Naos Base ⑩				●				●
Conway and Ange 2 *1 *2	Conway and Anju's bond value 150 or higher / After Western Country Garam ②				●				●
Conway and Ange 3 *1	Conway and Anju's bond value 500 or higher / After Western Country Garam 2				●		●		●
Ricardo and Elmana 1	Ricardo and Ermanna's bond value 100 or higher / On the field / After Eastern Country Ashihara ●					●	●		
Ricardo and Elmana 2	Viewing the skit "Ricardo and Ermanna 1" / Ricardo and Ermanna's bond value 180 or higher / After Shopkeeper's Manor ⑥					●	●		
Ricardo and Elmana 3	Viewing the skit "Ricardo and Ermanna 2" / Ricardo and Ermanna's bond value 650 or higher / After Commercial City Mamute START					●	●		
Kukyuu and Ricardo 1	Kyukyu and Ricardo's bond value 50 or higher / After the Warship Ravendel					●		●	
Kukyuu and Ricardo 2	Viewing the skit "Kyukyu and Ricardo 1" / Kyukyu and Ricardo's bond value 150 or higher / After Warship Ravendel 1					●		●	
KyuKyu and Ricardo 3	Viewing the skit "Kyukyu and Ricardo 2"/Kyukyu and Ricardo's bond value is 550 or more/on and after the battleship Lavender					●		●	
Conway and Ricardo 1	Conway and Ricardo bond value 50 or higher / Naos Base from ⑩ onward					●			●
Conway and Ricardo 2	Conway and Ricardo bond value 120 or higher / Shopkeeper's Mansion from 6 onward					●			●
Conway and Ricardo 3 ※1	Watching the skit "Conway and Ricardo 2" Conway and Ricardo bond value 500 or higher / Battleship Ravendell from 1 onward					●			●
Kyukyu and Ermanna 1 ※1	Kyukyu and Ermana bond value 100 or higher						●	●	
Kyukyu and Ermanna 2 ※1	Watching the skit "Kyukyu and Ermana 1" / Kyukyu and Ermana bond value 150 or higher						●	●	
Kyukyu and Ermanna 3 ※1	Watching the skit "Kyukyu and Ermana 2" / Kyukyu and Ermana bond value 630 or higher						●	●	
Conway and Ermanna 1	Conway and Ermana bond value 80 or higher / Shopkeeper's Mansion from ⑥ onward						●		●
Conway and Ermanna 2 ※1	Watching the skit "Conway and Ermana 1" / Conway and Ermana bond value 150 or higher / Shopkeeper's Mansion from ⑥ onward						●		●
Conway and Ermanna 3 ※1	Watching the skit "Conway and Ermana 2" Conway and Ermana bond value 650 or higher / Shopkeeper's Mansion from 6 onward						●		●
Conway and Kyukyu 1 ※1	Conway and Kyukyu bond value 50 or higher							●	●
Conway and Kyukyu 2 ※1	Conway and Kyukyu bond value 150 or higher							●	●
Conway and Kyukyu 3 ※1	Conway and Kyukyu bond value 640 or higher							●	●
Me and Ilia and Spada	If the bond value of Luca, Ilia, and Spada is 600 or higher / after Commercial City Mamute START	●	●	●					
Me and Ilia and Anju ※1 ※3	If the bond value of Luca, Ilia, and Anju is 600 or higher / after Naos Base ⑩	●	●		●				
Me and Ilia and Ermanna ※1	If the bond value of Luca, Ilia, and Ermana is 600 or higher / after Shopkeeper's Mansion 6	●	●		●		●		
Me and Spada and Anju ※1	If the bond value of Luca, Spada, and Anju is 600 or higher / after Naos Base ⑩	●		●	●				
Me and Spada and Ricardo 1	If the bond value of Luca, Spada, and Ricardo is 600 or higher / after Commercial City Mamute START	●		●		●			
Me and Spada and Ricardo 2	When viewing the skit "Me, Spada, and Ricardo 1," the bond value of Luca, Spada, and Ricardo is 700 or higher / after Commercial City Mamute START	●		●		●			
Me and Anju and Ricardo	If the bond value of Luca, Anju, and Ricardo is 600 or higher / after Commercial City Mamute START	●				●			
Me, Anju, and Ermanna 1 ※1	If the bond value of Luca, Anju, and Ermana is 600 or higher / after Shopkeeper's Mansion	●			●		●		
Me, Anju, and Ermana 2	When viewing the skit "Me, Anju, and Ermana 1" / Luca, Anju, and Ermana If bond value is 600 or higher / after Commercial City Mamute START	●			●		●		
Me, Ricardo, and Ermana	If the bond value of Luca, Ricardo, and Ermana is 600 or higher / after Commercial City Mamute START	●				●	●		

※1 Does not occur between Grigori Village START and Grigori Village. ※2 Does not occur between Garden of Waiting for God START and Airship Ventos START.
※3 Does not occur between the Eastern Country Ashihara and Ashihara Royal Tomb.

Skits	Trigger Conditions	Required Characters
		Luis Ariekico
Me, Conway, and Kyukyu	If Luca, Conway, and Kyukyu have bond value 600 or higher / after START in the commercial city Mamoot	
Ilia, Anju, and Ricardo	If Ilia, Anju, and Ricardo have bond value 600 or higher / after START in the commercial city Mamoot	
Ilia, Anju, and Ermana 1 ※1	Ilia, Anju, and Ermana bond value 600 or higher / after START at Garam Port	
Ilia, Anju, and Ermana 2 ※1	If the skit "Ilia, Anju, and Ermana 1" has been viewed: Ilia, Anju, and Ermana bond value 700 or higher / after START at Garam Port	
Ilia, Conway, and Kyukyu	Iria, Conway, and Kyu-Kyu having bond values of 400 or more / After START in the commercial city Mamute	
Spada, Anju, and Ermana 1 ※1	Spada, Anju, and Ermana having bond values of 600 or more / After shopkeeper's mansion	
Spada, Ricardo, and Ermana ※1	Spada, Ricardo, and Ermana having bond values of 600 or more / After START in the commercial city Mamute	
Spada, Conway, and Kyukyu ※1	Spada, Conway, and Kyu-Kyu having bond values of 400 or more / After the warship Lavender	
Anju, Ricardo, and Ermana	Anju, Ricardo, and Ermana having bond values of 600 or more / After the shopkeeper's mansion	
Ange, Conway, and Kyukyu	Anju, Conway, and Kyu-Kyu having bond values of 400 or more	
Ricardo and Conway and Kyukyu	Ricardo, Conway, and Kyu-Kyu having bond values of 500 or more	
El, Conway, and Kyu-Kyu ※1	Ermana, Conway, and Kyu-Kyu having bond values of 500 or more	
Is everyone friendly?	All characters' bond values 350 or more / After START in the commercial city Mamute	
By the way	Having viewed the skit "Everyone getting along?" / All characters' bond values 400 or more / After START in the commercial city Mamute	
Is everyone friendly??	Watching the skit "Digression"/All stats 450 or higher Commercial City Mamoot After START	
Everyone Getting Along...Right? 1	All members who watch the skit "Everyone Getting Along??" have bond values of 500 or more / Commercial City Mammut — After START	
Everyone Getting Along...Right? 2	Skit "Everyone Getting Along...Right? 1" / All members have bond values of 550 or more / Commercial City Mammut After START	
Everyone Probably Getting Along 1	Watching the skit "Everyone Getting Along...Right? 2" / All members have bond values of 600 or more / Commercial City Mammut — After START	
Everyone Probably Getting Along 2	Skit "Everyone Probably Friendly 1" has been viewed / All members' bond values are 650 or higher / Commercial City Available after Mamoot START	
Seems Like Everyone Gets Along 1	Skit "Everyone Probably Friendly 2" has been viewed / All members' bond values are 700 or higher / Commercial City Available after Mamoot START	
Seems Like Everyone Gets Along 2	Skit "Everyone Seems Friendly 1" has been viewed / All members' bond values are 750 or higher / Commercial City Available after Mamoot START	
Everyone Gets Along Pretty Well 1	Skit "Everyone Seems Friendly 2" has been viewed; all members' bond values are 800 or higher / Commercial City Available after Mamoot START	
Everyone Pretty Close 2	Skit "Everyone Quite Friendly" has been viewed; all members' bond values are 850 or higher / Commercial City Available after Mamoot START	
Everyone Gets Along! 4	Skit "Everyone Pretty Friendly 2" has been viewed; all members' bond values are 900 or higher / Commercial City Available after Mamoot START	

Skits triggered by cooking

Skits	Trigger Conditions	Bond Value Change	Required character
			Luis Arieki
Ricardo's Onigiri ※3	Ricardo has cooked "Onigiri" (P.020) / Available after Naos Base ⑩	–	
Ricardo's Passionate Feelings ※3	"Raw Egg on Rice" (P.020) has been cooked (anyone can) / Available after Naos Base ⑩	Luca 10 Rika	
勿体ない is a magical word ※3	Ange creates "Takikomi Gohan" (P.020) / After starting at the shopkeeper's mansion	–	
Where does that water come from?	Elmana creates "Omurice" (P.020) at Kerm Volcano (P.179) / After starting at Kerm Volcano	–	

※4: Does not occur between the Floating Castle and Sania Village/Mius Tribe Village.

Skits	Trigger Conditions	Bond Value Change	Required characters							
			Luis	Arie	Kiko					
Smiling Omurice 1※	Kyukyu creates "Omurice" (P.020) / After Niegel 4 in the Interstice of Another World	All characters' bond values increase by 5 (Luca and Kyukyu, Spada and Anju, Spada and Kyukyu, Ermana and Conway, Conway and Kyukyu are 10)	●	●	●	●	●	●	●	●
A whole one Eat banana curry	Create "Whole B Banana Curry" (P.021) (anyone can) / Sanya Village / Myus Tribe Village after 3	All party members' bond value increases by 5 (Iria and Ricardo Spada and Anju, Spada and Conway, Conway and Kyukyu increase by 10)	●	●	●	●	●	●	●	●
Exquisite sandwich	Ilia creates "Sandwich" (P.021) / After Melancholy Forest 2	Luca 5 Iri Luca 5 Spa Iri 5 Spa	●	●	●					
Ugh!?	Watching the skit "Exquisite Sandwich" / Ilia creates "Sandwich" (P.021) / After Melancholy Forest 2	—	●	●	●					●
Memory of yakisoba bread	Create "Yakisoba Bread" (P.021) (anyone can) / From Garam Port START	—	●		●	●				
Cheese Fondue	Create "Cheese Fondue" (P.021) (anyone can) / From Commercial City Mamoot START	—	●	●	●	●	●	●	●	●
Stolen meat ※1	Create "Hamburger" (P.021) (anyone can) / From Galpos Orchard START	—	●	●		●				●
I eat Packman	Create "Pack Man" (P.022) (anyone)/Sania Village/From Myus Tribe Village 3 onward	All characters' bond values increase by 5 (Spada and Conway, Rikado and Conway, Conway and Kyukyu 10)	●	●	●	●	●	●	●	●
Plus-minus zero ※2	Luca creates "Karaage Potato" (P.022)/Naos Base ⑩ onward	—	●			●				●
Self yakitori ※2	Conway creates "Yakitori" (P.022)/Forest of Sorrow ② From onward	—	●	●	●					●
Which is the biggest? ※2	Luca creates "Hamburger" (P.022)/Shopkeeper's Residence From ⑥ onward	Luca 5 El	●					●		
Ricardo's Hamburger ※2	Watching the skit "Who is Oswald? 1" (P.364)/Li Kaldo creates "Hamburger" (P.022) / Shopkeeper Rika's house from after step ⑩	25 El	●	●	●	●	●	●		●
Cheerful Ilia ※1	Ruca creates "Steak" (P.022) / Western country Garam from after START	Ruca 5 Ilia	●	●		●				
Opening ※1	Skits: watching "Cheerful Ilia" / creates "Steak" (P.022) (any character) / Otherworld Rift Nigil from after level 4	—	●	●		●	●		●	
Okonomiyaki and Ominous… ※1	Ermana creates "Okonomiyaki" (P.022) / Southern country Galpos from after START	All characters' bond values increase by 5 (Ilia and Ricardo; Ilia and Ermana; Spada and Ricardo; Spada and Ermana; Ermana and Conway increase by 10)	●	●	●	●	●	●	●	●
Ruthless Struggle for Supremacy	Ermana creates "sukiyaki" (P.022) / Remres Marshlands / Supply Base Taut from 1 onward	—	●	●		●		●	●	●
Eat a whole roasted chicken	Create "Whole Roasted Chicken" (P.023) (Anyone) / Sania Village / Myuce Tribe Village from 3 onward	All party members' Bond values increase by 5 (Spada and Ricardo, Spada and Conway increase by 10)	●	●	●	●	●	●	●	●
Continue: Eat a whole roasted chicken	Watching skit "Eat a Whole Roasted Chicken" / Ilia creates "Whole Roasted Chicken" (P.023) / Sania Village / Myuce Tribe Village from 3 onward	—		●	●		●			
Favorite food is seafood pasta	Luca creates "Seafood Pasta" (P.023) / Ashihara Royal Tomb from ⑩ onward	—	●		●	●	●			●
Adult privileges ※1	Create "Chilled Tomato Pasta" (P.023) (Anyone) / Calyps Mine START onward	—				●	●			●
Dislikes tomatoes	Watching skit "Adult Privileges" / Calyps Mine START onward	—			●	●				●
Happiness!	Create "Chashu Ramen" (P.023) (Anyone) / Northern Battlefield START onward	Ruca 15 Q	●			●			●	

*1: Does not occur between Grigori Village START and Grigori Village. *2: Does not occur between the eastern country Ashihara and Ashihara Royal Tomb.

Skits	Trigger Conditions	絆 Value fluctuation	Required Characters: Luis Ariekido							
Eating Miso Mackerel Pasta	Create "Mackerel Miso Pasta" (P.024) (anyone)/Sania Village/Mius Tribe Village after 3	All party members' bond value increases by 5 (Spaada and Conway, Conway and Ka Spada and Conway, Conway and Kyukyu increase by 10	●	●	●	●	●	●	●	●
Healthy? *2	Create "Mackerel Miso" (P.024) (anyone)/Shopkeeper's Manor after 6	–		●		●				
Nabe in the heat	Ricardo creates "Fisherman's Hotpot" (P.024) at Kelmu Volcano (P.179)/After Kelmu Volcano START	–	●	●	●	●	●	●		●
Fishy	Create "Sashimi" (P.024) (anyone)/Sania Village/Mius Tribe Village after 3	–		●	●	●	●	●	●	
Helping each other when in trouble 2	Watching the skit "We're There for Each Other When in Trouble 1" / Luca creates "sushi" (P.024) / After starting the Tower of Dawn	Ruca 5 Spa	●		●					
Why a salad? *3	When Luca cooks "Salad" (p.025) / After starting the Forest of Sorrow	–	●	●						
Different steak ※3	When Luca cooks "Tofu Steak" (p.025) / After the Shopkeeper's Mansion	–	●	●						
If four people play together ※4	Iria cooks "Stir-fried Vegetables" (p.025) / Abyssal Rift Nigel 2	Iri 5 An Iri 10 El Iri 10 Qyu An 5 El An 5 Kyu El 10 Kyu			●		●		●	●
All-you-can-eat mushrooms? ※1	When Ricardo cooks "Grilled Mushrooms" (p.025) / After starting the Abyssal Rift Nigel	–				●	●			
Cold Hot	KyuKyu can create "Curry Hot Pot" (P.025) in the northern country Tenos (P.214) or at the Garden of Waiting for Gods (P.216) / After Tenos START in the northern country	–	●			●	●		●	●
When in trouble, we help each other	Spada can create "Croquette" (P.025) / After Dawn Tower START	Ruca 5 Spa	●		●					
Drink up the Secret Vegetable Soup	Can create "Secret Vegetable Soup" (P.025) (anyone) / Sania Village / After Muse Tribe Village 3	–		●	●	●		●	●	
The magic of Hot Chocolate	Can create "Hot Chocolate" (P.025) (anyone) / After Holy Capital Naos 3	–	●	●	●					
Delicate flavor ※2	Luca creates "Miso Soup" (P.026) / Eastern country Ashihara After START	Luca 10 Rika	●				●			
Don't you have anything you dislike? ※1	Luca creates "Beef Stew" (P.026) / Galpos Orchard After START	–	●			●		●		
Shiborikasu ※1	Ilia creates "Fruit Juice" (P.026) / Galbos Jungle ⑩ and beyond	–		●		●				
Watch out for onions	Spada creates "Onion Grass Soup" (P.026) / Remrace Marsh / Supply Base Thot 4 and beyond	–			●	●	●		●	●
Good at making (food), though	Ilia creates "Vegetable Juice" (P.026) / Airship Wentos After START	–		●		●				
Flat-out refusal	Viewing skit "Even if she's good at making it" / Ilia creates "Vegetable Juice" (P.026) / Airship Wentos After START	–		●						●
Happy vegetable juice	Viewing skit "Complete Refusal" / Ilia creates "Vegetable Juice" (P.026) / Airship Wentos After START	Iri 25 Con		●						●
Ange asking for seconds	Luca creates "Cream Stew" (P.026) / Sky Castle After START	–	●			●				
Enjoying the appearance	Kyukyu creates "Cream Stew" (P.026) / Sky Castle After START	All party members' bond value increases by 5 (Spaada and Conway, Conway and Ka Parda and Anju, Anju and Conway are 10)	●	●	●	●	●	●	●	●
Eating Cheese Soup	Make "Cheese Soup" (P.026) (anyone)/Sani Ruka 5 Ilia A Village/After Mewse Tribe Village 3	Iri 5 An	●	●		●				
Male Pride ※2	Make "Choco Banana" (P.026) (anyone)/From the Shopkeeper's Mansion onward	–	●	●	●	●	●	●		●
Something cold for hot days	In the southern country Galpos (P.194) or Galpos Jungle (P.198), make "Vanilla Ice" (P.026) (anyone)/From Southern Country Galpos START onward	All characters' bond values increase by 5 (El Maana and Conway by 10)	●	●	●	●	●	●	●	●

※3: Does not occur between the eastern country Ashihara and the Ashihara Royal Tomb.

Skits	Trigger Conditions	Bond Value Change	Required Characters: Luis	Ariekico						
Cold, cold	In the northern country Tenos (P.214) or the Garden of Waiting for the Gods (P.216), make "Vanilla Ice" (P.026) (anyone)/From Northern Country Tenos START onward	–	●	●	●	●	●	●	●	●
What is this? ※1	Iria creates "Crepe" (p.027) / After starting in the southern country Garupo From START		●	●	●	●	●	●	●	●
Purin à la mode?	Kyukyu creates "Pudding à la Mode" (p.027) / After starting in the Sky Castle From START		●	●	●	●	●	●	●	●
Eats Choco Banana Tempura	creases by 5 (Su "Choco Banana Tempura" (p.027) is made (anyone) / Sapada and Ricardo, Spada Nia Village / Myus Tr	All members' bond value in ibe Village from 3 onward a nd Kyukyu, Anju and Conway get 10)	●	●	●	●	●	●	●	●
An Unsuitable Appearance	"Chocolate Fondue" (p.027) is made (anyone) / Sa Nia Village / Myus Tribe Village from 3 onward	–	●	●	●	●	●	●	●	●
Not good with spicy food! ※1	"Curry Hotpot" (p.025) / "Mapo Curry" (p.021) / Make one of "Ebi Chili" (p.024) (anyone) / From Battleship Lavendel 1 onward	–	●	●		●				
Cyan and a Meal	Luca cooks a dish / From Sky Castle onward	–	●							
Even if only for this time	Create a dish (anyone)/Naos Base from ⑩ onward	Iri 5 An Iri 10 Rika An 15 Rika		●		●	●			
What does Koda dislike? ※1	Create a dish (anyone)/Southern Country Galpos START and after	–	●			●				
Why doesn't Koda gain weight? ※1	Create a dish (anyone) / Southern Country Galpos START and after	–				●				
Considerate	Create a dish (anyone)/Commercial City Mamoot START and after	All characters' bond values increase by 5 (Luca and Kyukyuria and Kyukyu, Sparda and Anju, Sparda and Kyu Kyu, Anju and Conway, Elmana and Conway, Conway & Kyu Kyu are 10)	●	●	●	●	●	●	●	●
The last meal	Having watched the skit "Only Mathius Remains!" (P.372) Create a dish (anyone) / Dawn Tower from floor 4 onward	All characters' bond values increase by 5 (Luca and Anju, Luca and Kyukyu, Sparda and Anju, Sparda and Ricardo, Sparda and Conway, Elmana and Conway and Kyukyu are 10, Ilia and Ricardo, Aconju and Conway are 15, Ricardo and Conway are 20)	●	●	●	●	●	●	●	●
Foods Around the World	Hold at least 5 of every ingredient/Otherworld Rift - Niegel From stage 2 onward	–	●	●	●	●	●	●	●	●
Coda and Rice	Obtain all rice-based recipes / Commercial City Mamuto After START	–				●	●			
Koda and Pan	Obtain all bread-based recipes / Commercial City Mamuto After START	–			●	●				
Koda and Meat	Obtain all meat-based recipes / Commercial City Mamuto After START	–	●	●	●	●				
Coda and Pasta ※2	Obtain all noodle/pasta-based recipes / Commercial City Mamuto After START	–				●			●	●
Koda and Fish	Obtain all fish-based recipes / Commercial City Mamuto After START	–				●		●		
Coda and Vegetables	Obtain all vegetable-based recipes / Commercial City Mamuto After START	–				●				●
Koda and Soup	Obtain all juice/soup-based recipes / Commercial City MamutoAfter START	–	●	●		●				
Koda and dessert	Obtain all dessert-based recipes / Commercial City Mamuto After START	–				●				

※1 Does not occur between Gurigori Village START and Gurigori Village. 2: From the second playthrough onward it becomes "Coda and Pasta (translation)"

Skits that occur during battle

Skits	Trigger Conditions	Required Characters: Luis	Ariek	Ico					
Luca incapacitated	Win a battle with Luca incapacitated / Fulfy Forest / After the mountain pass camp	●	●						
Ilia Incapacitated	Win a battle with Ilia incapacitated / Fulfy Forest / After mountain pass camp	●	●						
Spada incapacitated	Win a battle with Spada incapacitated / West Battlefield START and onwards	●	●	●					
Ange incapacitated	Ange is incapacitated yet wins the battle / Naos Base ⑩ onward				●	●			
Ricardo incapacitated	Ricardo is incapacitated yet wins the battle / Naos Base ⑩ onward	●		●		●			
Ermana incapacitated ※3 ※4	Ermana is incapacitated yet wins the battle / Shopkeeper's Mansion onward		●				●		
Kyukyu incapacitated	Kyukyu is incapacitated yet wins the battle / Otherworld Rift - Nigel 2 onward				●			●	
Conway incapacitated	Conway is incapacitated yet wins the battle / Naos Base 5 onward					●			●
Hard to move ※3 ※45	Spada wins a battle while equipped with the title "Noble of Grace"	●	●	●	●	●	●		●
Fearsome bunny ears ※3※4※5	Ricardo wins a battle while equipped with the title "Wolf Wearing Rabbit Ears"	●	●	●	●	●	●		●
Encounter reached 100 times! 456	Encounter count reaches 100 / Fulfi Forest / Pass Camp onward	●	●						
Encounter reached 250 times! ※3 ※4	Viewing skit "Encounter 100 Achieved!" / Encounter count reaches 250/ West Battlefield START onward	●	●	●					
Congratulations on reaching 500!	Viewing skit "Encounter 250 Achieved!" / Encounter count reaches 500/ Naos Base ⑩ onward	●			●	●			
Encountered 750 times achieved!	Viewing skit "Congratulations on 500!" / Encounter count reaches 750 / Shop keeper's Mansion 6 onward	●					●		
Congratulations! Encounter reached 1000 times!	Skit "Achieved 750 Encounters!" viewed / Encounter count reaches 1000 / After Merchant's Manor 6	●							●
Combo Novice ※45	Achieved 10 hits / Fullfi Forest / After Pass Camp ⑨	●	●						
Combo Brown Belt ※3※4	Skit "Combo Beginner" viewed / Achieved 30 hits / After West Battlefield START	●	●	●					
Combo First Dan	Skit "Combo Brown Belt" viewed / Achieved 50 hits / After Merchant's Manor 3	●				●	●		
Combo Instructor-in-Training	Skit "Combo First Dan" viewed / Achieved 75 hits / After Merchant's Manor ⑥	●		●					
Combo Master	Skit "Combo Instructor" viewed / Achieved 100 hits / After Merchant's Manor 6 (continued)	●		●		●			●
Aim to make every member the strongest ※3※45	All party members at level 30 or higher / After Merchant's Manor	●	●			●			
The Road to Becoming the Strongest	Skit "Everyone Aiming to Be the Strongest" viewed / All party members at level 50 or higher / After Merchant's Manor 6	●		●	●				
The pinnacle of the strongest remains unseen	Skit "The Road to Being the Strongest" viewed / All party members at level 75 or higher / After Merchant's Manor 6						●		
Midpoint of the strongest 45	Skit "The Pinnacle of Strength, Still Unseen" viewed / All party members at level 100 or higher / After South Country Garpas START		●		●		●	●	
Strongest group	Skit "Midpoint of the Strongest" viewed / All party members at level 200 / After Sania Village Myus Tribe Village 3	●		●		●			●
I'm fine like this...	Ruca has not participated in battle for 30 consecutive fights / After Commercial City Mamoot START	●	●						
It's easy, though	Ilia has not participated in battle for 30 consecutive fights / After Commercial City Mamoot START	●	●						
He's gotten lazy	Spada has not participated in battle for 30 consecutive times / Commercial City Mamoot Since START	●	●	●					
Lack of exercise	Anju has not participated in battle for 30 consecutive times / Commercial City Mammet since START				●	●			
Blunted instincts	Ricardo has not participated in battle for 30 consecutive times / Commercial City Mammet since START		●			●			
Boring days	Elmana has not participated in battle for 30 consecutive times / Commercial City Mammet since START					●	●		
Praiseworthy, admirable, cute	Kukyuu has not participated in battle for 30 consecutive times / Commercial City Mammet since START	●					●	●	
Tranquility	Conway has not participated in battle for 30 consecutive times / Commercial City Mammet since START		●			●			●
Where is Spada?	Spada has not participated in battle for 30 consecutive times / Staying at an inn (except Sania Village) / Commercial City Mammet since START	●	●	●	●	●			●
Ricardo silently polishing his gun	Ricardo has not participated in battle for 30 consecutive times / Staying at an inn (except Sania Village) / Commercial City Mammet since START	●	●	●	●	●			●

※3: Does not occur between Ashihara of the Eastern Country and the Ashihara Royal Tomb. 4: Does not occur between Grigori Village START and Grigori Village.
※5: Does not occur between Sky Castle START and Sania Village. ※6: Does not occur between Ashihara of the Eastern Country and the Ashihara Royal Tomb.

Other Skits

Skits	Trigger Conditions	Required Characters: Ruisuarie	Ki	Ko					
Small-time Rich ※1 ※2※3	Possess 50,000 Gald or more — Holy City Naos, from 2 onwards	●	●	●					
Feeling Rich ※1 ※2※3	"Skit 'Watching the Small Time Rich' / Possess 100,000 gald or more / After Shopkeeper's Mansion 5"		●				●		
Very Rich ※2 ※3※4	"Skit 'Feeling Rich' / Possess 500,000 gald or more / After Shopkeeper's Mansion 5"	●	●						
The State of a Tycoon ※2※3※4	"Skit 'Great Rich' / Possess 1,000,000 gald or more / After Shopkeeper's Mansion 6"	●	●						
② I wonder what that was?	"Sub-event 026 'Chitose Fan Club ①'" (P.263) cleared / Regnu Mushōnyūdō (Stalactite Cave) and later"	●	●	●	●	●			●
Who are you talking to? ※1	"Sub-event 015 'Conway and the Cat' (P.262) cleared / Stay at an inn (not at the Pass Camp / Supply Base Trute / Sania Village) / After Shopkeeper's Mansion	●	●	●	●	●	●		●
Spada's House	Sub-event 038 'Quiz Boy Beginner' (P.264) — selected 'Tribe of the Naked' on question 4 / After the eastern country Ashihara"	●		●					
Hasta's Love	"Sub-event 038 'Quiz Boy Beginner' (P.264) — selected 'Love' on question 6 / After the eastern country Ashihara"	●				●			
Good Child	"Sub-event 038 'Quiz Boy Beginner' (P.264) — selected 'Beautiful Woman' on question 9 / After the eastern country Ashihara"	●			●				
Surprise Mixed-Bathing Time 1	"Sub-event 056 'The 765th...' (P.266) cleared / Stay at an inn (in the western country Garam) After Kelm Volcano"			●	●				
Surprise Mixed-Bath Time 2	"Skit 'Surprise Mixed Bath Time 1' viewed / Stay at an inn (in the western country Garam) / After Kelm Volcano"			●	●				
Surprise Mixed-Bath Time 3	"Skit 'Surprise Mixed Bath Time 2' viewed / Stay at an inn (in the western country Garam) / After Kelm Volcano"			●	●				●
Surprise Mixed-Bath Time 4	Watching the skit "Surprise Mixed Bath Time 3" / Staying at an inn (West Country Garam) / After Kelm Volcano	●	●	●	●	●	●		●
Because I'm a Mercenary 5	Stay at an inn after clearing Sub-Event 056 "The 765th..." (P.266) (West Country Garam)/After Kelm Volcano	●		●	●	●			
Ilia Gametsui ※6	On Warship Lavendel from 6 onwards, in Sub-Event 069 "Quiz Boy Intermediate" (P.268), choose "Ilia Gametsui" for question 2	●	●	●	●	●	●		
I'm so sorry!	On Warship Lavendel from 6 onwards, in Sub-Event 069 "Quiz Boy Intermediate" (P.268), choose "Luca" for question 5	●						●	
Lost Item: Eyebrows	In Sub-Event 069 "Quiz Boy Intermediate" (P.268), choose "Mayuge" for question 6 on Warship Lavendel from 6 onwards	●							●
② A little payback	After clearing Sub-Event 077 "Find Hasta②" (P.268), South Country Garbo Boss onwards	●	●	●	●	●	●	●	●
Memories	After clearing Sub-Event 132 "Heritage of the Celestial Realm: Anju Chapter" (P.275) / Staying at an inn / Sania Village / Myus Tribe Village from 3 onwards		●		●				

※1: Does not occur between Ashihara in the Eastern Country and the Ashihara Royal Tomb.
*3: Does not occur from Sky Castle START to between Sania Village / Myus Tribe Village. ※4: Does not occur between Ashihara in the Eastern Country and the Ashihara Royal Tomb.
※5: Luca and Spada's bond value increases by 5; Luca and Ricardo's value increases by 5.
※6: A choice occurs. If you choose "brush it off casually," there is no change. If you choose "reply silently," Luca and Ilia's bond value increases by 5.

TOPICS Tech with the Highest Single-Hit Damage

The most powerful of all techniques is Conway's "Indignation." We investigated how much maximum damage this technique can deal. With the preparations shown in the table on the right and using it during Over Limit, the result is that even Mathius can be defeated in a single strike.

270,000 damage in a single hit! Even Mathius can be defeated in one blow — an astonishing power.

● Preparations Required for the Technique's Maximum Damage

Level	200	【Cooking	Grasper
Weapon	True Tome Asclepius		Overdrive
Armor (Body)	Shinjer Rope		Heavy Attack
Armor (Head)	Demon's Cap		Magic Custom
Accessory	Demon's Ring	Ability	Magic Burst
Title	Berserk		Magic Value
Rave	Team Magic 4		Risk Magic

In the above state, the status on the menu screen shows magic attack at 1,422 (with all G bonuses acquired). Incidentally, if the technique has been used more than 500 times, an additional 10% damage bonus appl

Post-battle banter

When a battle is won, characters who participated in the battle may exchange random banter.

Here we reveal the situations in which such conversations can occur and the lines spoken when they do.

2 Meaning of the speakers' abbreviations

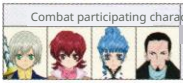
Rukaruka	Iriiria	Spah Spada	An-Anju
Rika = Ricardo	El-Elmana	Kyukyukyu	Con-Conway

Combat participating characters 状況 —(※)

Supa Too easy!
Iri: That's naive!
Luka So naively sweet!

Combat participating characters 状況 —(※)

Ruka: Heaven calls!
Spa is calling!
Iri money is calling! —
Luca Hah...
Supa Hah...

Combat participating characters  Status —(※)

Luca Our weapons are love and!
Iri Courage and
An Hope
Rika, it's embarrassing to listen to...

Combat participating characters 状況 —(※)

Iri Ah, I'm tired. Luka, can you massage my shoulders? After that, please do my laundry and—
Luka Y-yeah!
Rica How pitiful...

Combat participating characters 状況 —

Spa: Come back the day before yesterday!
El: The day before yesterday has already passed, you know?
Spa: Is the day after tomorrow okay?
El Yeah, that's fine then.
Luka Both of them...

Combat participating characters Situation —

Qyu Achiusakano
Luka That's some serious spirit
What did you say at the spa?
Con "I'm hungry," she said
Spa Ah...
Ruka Ah...

Combat participating characters 状況 —

Spa, you're soft!
Con, you're easy
Ruka You're soft!
Spa ...Doesn't something feel off?

Combat participating characters 状況 —

Iri, those who get in the way
Spa will blow them away!

Combat participating characters State situation —

Spa: You picked a bad opponent.
Iri: That's right, you should be more selective about your opponents.

Combat participating characters 状況 —

Spa: Hyaa-haa-ha-ha! It's our victory!
Iri: Ishishishishi...! A huge haul today too, huge ♪
Rika: You're like a villain.

※：It does not occur between the eastern country Ashihara and the Ashihara royal tomb.

Combat participating characters

状況 —

Con Our weapon is love!
Iri What!?
Supa What!?
Con What's wrong?
Qyu Conway, that's a different character.
Con Hmm, so that's how everyone is looking at me.

Combat participating characters

状況 —

An Our weapon is love and!
Kyui With a smile!
ri Beauty and
El Sex appeal!

Combat participating characters

状況 —

Iri Oh ho ho ho! Everyone, you're quite strong.
El Iria's attacks were impressive as well.
Qyu That was a good fight... indeed.
An All three of you... that way of speaking is strange.
Iri ·····
El ·····
Qyu ·····

Combat participating characters

状況 —

Iri, you earned nicely again today, didn't you?
An I give thanks for the blessings of heaven.
El Taking it easy.
Qyu Everyone, don't rejoice in victory. Kyukyu, what a pity.

Combat participating characters

状況 —

El Beautiful girl squad
Iri Brilliantly active!
An Well, fine then
Con I'm not included among those beautiful girls, right?
El: Ah, I forgot

Combat participating characters

状況 —

State situation

Rika, there's nothing you and I can't pierce.
Iri, that's not true!

Combat participating characters

状況 —

Kyu, the fangs of the Kyukyus
Iri As long as they don't break,
El We're absolutely invincible!

Combat participating characters

状況 —

Qyu Kyukyu ya ta!
El I did my best too!
An Hehe, alright, alright.
Spa O-Oh, I did my best too!
An Good work, Spada-kun.
Spa a a... huh...?

Combat participating characters

状況 —

An We were perfectly in sync, weren't we?
Supa Yeah! This is our...
What great teamwork
Don't steal my line, spa!

Combat participating characters

状況 —

Spa Too easy!
El Sweet!
Rica Too soft.
El Old man...

Combat participating characters

状況 —

Spa One of the Five Precepts of Samurai Conduct! "Keep the sword in your heart and b
El, what now — do you want to be the shield this time?
Spa: That's not what I meant!

Combat participating characters

状況 —

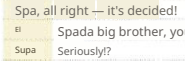
Spa: The Belforma family's five samurai precepts—one by one
El: You can't fight on an empty stomach!
Spa: No, that's not it!!

Combat participating characters

状況 —

Spa: I ended up cutting something boring again...!
El So then, what exactly is it?
Supa ...I wonder what it is?

Combat participating characters



状況 —

Spa, all right — it's decided!
El Spada big brother, your fly is open.
Supa Seriously!?
El You're kidding.

Combat participating characters

状況 —

One of the five Bushido precepts of the Spa Belforma family

Qyu Can't fight on an empty stomach!

That's insane!!

Combat participating characters

状況 —

Rika, this is also to survive.

An Please don't take it the wrong way.

Combat participating characters

Status —

El Easy pickings.

Rika, you're too soft.

An A sweet pushover.

Combat participating characters

Status —

An Have mercy in your heart.

Kon, grant salvation to the soul.

Rica At least rest in peace.

Combat participating characters

状況 —

Ann, dance like a butterfly

El, charge like a bee!

Combat participating characters

State situation —

Kyu Ange, you're big. What are you eating?

An: Kyukyu-san? We'll talk later.

Kyu: Yes, understood.

Combat participating characters

Status —

An: Do you think that reduced it a bit?

Kyu: Ange, are you hungry?

An: I'm not hungry!

Combat participating characters

Situation —

Kyu Anju, are you really stuffing your chest with bread?

An KyuKyu-san, who did you hear that from?

Qyu Iria said so.

An Well, fufufufufu...

Combat participating characters

状況 —

Rika A moment's lapse invites death. That's the battlefield.

El Never be careless; be bold and fearless!

Combat participating characters

状況 —

El How's business?

Qyu So-so!

El With this, our greeting is perfect

Qyu Yes, perfect

Combat participating characters

状況 —

Qyu Kyukyu, I won't lose!

El I won't lose either!

Combat participating characters

Status —

Qyu El, you're small. Are you eating properly?

El Our growth starts now; before long I'll have a great figure!

Combat participating characters

状況 —

In my dictionary, the word "defeat" doesn't exist.

El: There's no way we'd lose!

Combat participating characters

Status —

Kyu: To protect the important things.

Kon: We will keep fighting.

Combat participating characters

状況 —

Kon Playtime's over.

Kyu Kyu-kyu and the others won't let you interfere!

Combat participating characters

状況 —

Kon: Sorry, but we...

Kyu: There's no way we're going to lose!

Combat participating characters

状況 —

Con There's no word "defeat" in my dictionary.

Qyu Is that dictionary a defective product?

Con No, that's not it...

Combat participating characters

Status: Fulfi Forest ⑩ ~ Holy City Naos 4 up to the situation

Iri: I'll protect you.

Luka: Po... Even I! I'll protect you...

Iri: I won't get my hopes up.

Combat participating characters

状況 Fulfi Forest ⑩ ~ Holy City Naos up to 4 / Ilia defeats the last remaining enemy

Luca: I'm not scared... I'm not scared...

Iri, the battle is already over, okay?

Luka: I'm not scared... I'm not scared...

Iri: I never heard that!

Combat participating characters

Fulfi Forest ⑩ ~ Holy City Naos 4 condition until / Luca defeats the last remaining enemy condition / win if for 5 seconds or more

Luca: It's finally over...

Iri: Is this really going to be okay...?

Combat participating characters

Status After the Western Battlefield / No incapacitated allies Battle time within 10 seconds, Ilia delivers the finishing blow (*)

Iri: Oh no, did I overdo it, I wonder

Luka: Amazing, Ilia!

Iri: Heh, this level is a piece of cake.

Combat participating characters

Status 氷 Western Battlefield ⑥ ~ Kelm Volcano: Luca defeats the remaining enemy / at Kelm Volcano (*)

Luka: I'll protect Ilia!

Ilia: I'm not so weak that I need protecting.

Combat participating characters

Location: Holy Capital Naos ~ Spada defeats the remaining enemy in the final situation

Spa: Heh heh, how's that!

Iri: Wow, as expected of the young master!

Spa: That has nothing to do with it!

Combat participating characters

状況 After starting the Forest of Sorrow (START)※

Ruca: We won!

Iri: Keep it up and go all out!

Combat participating characters

Situation Status: After entering the Forest of Sorrow START (*)

Spada: There's nothing the legendary swordsman Spada can't cut!

Iri: But he is a delinquent

Ruca: Yeah, he's a delinquent though

Spada: Sh— (shoes...)

Combat participating characters

状況 From the start of the Forest of Sorrow onward / Luca defeats the last remaining enemy (※

Luca: Let's do our best next time, too.

Iri: Of course. I can't afford to lose!

Combat participating characters

Situation: From the start of the Forest of Sorrow onward / Luca defeats the last remaining

Spa: That felt good just now.

Luca: Yeah, let's do our best next time too!

Combat participating characters

状況 After Garam Port / Spada's HP condition is 25% or less

Ouch... that was a heavy blow...

Ann... Spada-kun... did you say something...?

Spa n-no-no, I didn't say anything...

Combat participating characters

Situation Condition: After Garam Port

An: Phew... I wonder if it's still teatime

El, you such a guy...

Anne? Is something wrong?

El: N-n-n-n-no, I didn't say anything!

Combat participating characters

状況 Up to Kelm Volcano (*)

Rica: I won't babysit brats, thanks.

Ruca: I'm sorry... I'm holding you back, aren't I...

Iri: You don't have to apologize! I'm just saying it!

Combat participating characters

Location: Kelm Volcano to point ③ / Ruca's HP is condition 25% or less

Con: Ruca-kun, are you okay?

Ruca: Yeah. Sorry... for holding you back

Con: Well, just do your best next time

Combat participating characters

氷 Kelm Volcano up to 3 / Conway has been afflicted with a status abnormality

Iri: Are you okay?

Con: For you to worry about me, I still have a long way to go...

Iri: You casually say such rude things, don't you...

Combat participating characters

Situation Status: After Kelm Volcano

Ruca: Our weapons are dreams and!

Iri: the future and !

Spa: hope and!

Kon: bonds, right?

※Does not occur between Ashihara 2 in the eastern country and the Ashihara Royal Tomb.

Combat participating characters

State situation

After Kelmu Volcano

Ruca: As long as we have these bonds

Spa: There are no enemies standing before us!

Combat participating characters

Status

After Kelmu Volcano

Ruca: Put your feelings into this sword

Supa: Charge forward!

Combat participating characters

State situation

After Kelmu Volcano

An: The hope that dwells in our hearts

Luca: As long as it doesn't vanish

Spa: We won't stop walking!

Combat participating characters

状況

After Kelmu Volcano

An: Thinking of our comrades!

Luka: As long as that heart remains!

Supa: We!

Qyu: Will not be defeated!

Combat participating characters

状況

After Kelmu Volcano

Supa: When we're all together,

Luka, no matter what enemy it is,

El: We'll beat them to a pulp!

Combat participating characters

状況

After Kelmu Volcano

Rika: I have a companion I can lean my back on

Ann: There's something I'd risk my life to protect

Luka: That's why we won't lose!

Combat participating characters

Status

situation: Kelm Volcano and beyond

Elle: I've been moving around, so I'm hungry

Ann: Yeah. I'm hungry~

Luca: We should just make something. If we make it...

Combat participating characters

状況

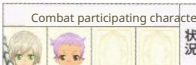
After Kelmu Volcano

An: All the food in this world belongs to me!

Con: Is she hungry?

Luca: Anju, you just ate a little while ago...

Combat participating characters



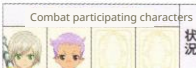
状況

After Kelmu Volcano

Ruca: The feeling of caring for one another

El: That is our strength!

Combat participating characters



状況

After Kelmu Volcano

Luca: If Asura and Vritra join together!

El: There's nothing to be afraid of!

Combat participating characters

状況

After Kelmu Volcano

Luka: With this power

Con: Turning the impossible into possible,

El: charging straight into the future!

Combat participating characters

状況

After Kelmu Volcano

By combining our strengths

A path to Luka will open!

Combat participating characters

状況

After Kelmu Volcano

Con: I knew this would happen even before the fight.

Supah: Yeah, if it's us, we won't lose

Iri: No matter what enemy comes!

Con: That's not quite what I meant, though.

Combat participating characters

状況

After Kelmu Volcano

Kon: If we don't fight, no path will be forged

Ann: Even if it brings pain

Iri: We will move forward into the future!

Combat participating characters

状況

After Kelmu Volcano

Con: Thank you for the support

Supa: That goes without saying when they're comrades

Combat participating characters

状況

After Kelmu Volcano

El: Our bond

An: I won't let anyone break it

Combat participating characters

状況

After Kelmu Volcano

Con: It's the result of us working together

Rika: There's no time to dawdle. Let's hurry.

Combat participating characters

After Mount Kelm / Luca is last
Defeat the enemies remaining in the situation

Luka	I'll protect Ilia!
Ilia	Thanks, Luca

Combat participating characters

After Mount Kelm / Luca is last
Defeat the enemies remaining in the situation

Luka	I have to win and move forward.
El	Big brother, that's the spirit!
Supa	Ah, it's also to seize the future.
Rica	Absolutely. Hurry ahead.

Combat participating characters

Mt. Jourm Volcano onwards / Spada defeats the last remaining enemy
状況

I will protect Sparka... I never want to feel that way again!

Luka	Spada... thank you.

Combat participating characters

State: After Kelmu Volcano / Spada
Condition: defeats the last remaining enemy

Spa: As long as the sword of the heart doesn't break!

Ruka: We won't lose!

Combat participating characters

State: After Kelmu Volcano / Ange defeats the last
Condition: last remaining enemy

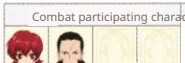
An	This is the power of one blessed by heaven.
Rika	There's no need for me to step in.

Combat participating characters

After Kelm Volcano 7 / Ricardo is best
Defeat the last remaining enemy
状況

Luka	As expected of a mercenary, Ricardo
Rika	Hmph, this level is breakfast work.
El	Guess it's because he's getting on in years.
Rica	Ugh...

Combat participating characters



From the Joh Kerum Volcano onward / Defeat the remaining enemies after Ricardo's final stance

Rica	Hmph, how trivial
Iri	As expected of Rika-chan!
Rica	Who are you calling Rika-chan...

Combat participating characters

State/Kelm Volcano / Afterwards / Ricardo is the first
Defeat the enemies left after the situation

Rica, grant eternal rest to that soul

Con, as expected of a grim reaper... right?

Combat participating characters

After Mount Kelm / Conway is the one who defeats the last remaining enemy
状況

Con, did you take all the best parts?

Spa, it's frustrating, but that was great just now

Combat participating characters

After Mount Kelm / incapacitated
なし / Battle time within 10 seconds

Luca: Our teamwork is world-class!

Combat participating characters

After Mount Kelm / incapacitated
No situation Battle time within 10 seconds

Luka	Love!
Supa	Friendship!
El	Justice!
Luka	Great Victory!
Supa	Great Victory!
El	Great Victory!
Luca	...It's decided
Supa	...It's decided
El	...It's decided

Combat participating characters

State: Kelmu Volcano after Battle time
Condition: 5 seconds or less

Spa: Our tag team is...

Ruka: the strongest, right!

Combat participating characters

State: Rift of Another World — Nigel to Garpos Jungle
状況

Con	Our...
Ange	It's a victory
Qyu	Victory~~!
Super	We won!!
Con	...They won't line up, huh

Combat participating characters

After the commercial city Mamoot
状況

Supa	Clear Blade
Rika	Unwavering Bullet
Ruca	Pouring pure thoughts into the sword
Iri	I strike down the enemy!

Combat participating characters

From the commercial city Mamoot 1 onward
状況

Qyu	Sir, enemy elimination complete!
Rika	I see. Continue to stay alert to your surroundings.
Qyu	Sir yes sir!
Iri	What is that?
Luka	Well...?

Combat participating characters

After the commercial city Mamoot
状況

Iri	I can't lose if I want to become principal!
Ann	Then I have to study, right? ♪
	I feel like losing right now...

Combat participating characters

状況 Commercial city Mamut 1 and beyond

Rica Those who block our path

Supa Slash!

Iri Shoot!

El We'll smack them down!

Combat participating characters

状況 Commercial City Mamoot 1 onward

El Big sister Anju, hold me~!

An Alright, alright. Later.

Supa Ugh~ I'm so jealous!

Rica All right, bring it on!

Spa, why is it like that!!

Combat participating characters

状況 After the commercial city Mamoot 1

Kyu It's Kyukyu and the others' victory!

Supa Oh, perfect!

An Hey! Don't teach silly words!

Combat participating characters

状況 From the commercial city Mamoot 1 onward

Qyu Everything is guidance from heaven

An Um... Kyukyu-san... what is that?

Q In this country, people wear... strange hats like this.

Supa Getsu...

An Spada-kun, let's talk later, okay?

Combat participating characters

状況 From the commercial city Mamoot 1 onward

Con Our...

An: Victory!

Kyu: Victory!

Spa: Victory!

Kon: Victory!

Combat participating characters

状況 Commercial City Mamoot 1 and beyond Situation

Supa Our bond is

El: I won't snap over something so trivial!

Qyu No matter what happens, anywhere!

Combat participating characters

状況 Commercial City Mamoot 1 onward

El Warrior of love, justice, and friendship—Ricardoman has arrived!

Rica: The black bullet strikes down the enemy!

El: W-wow, not bad, old man...

Rica: .....hmm

Combat participating characters

状況 After / Ilia

Commercial City Mamoot

Condition: defeat the last remaining enemy

Iri I never miss the prey I aim for!

Rika Heh... You've really improved.

Combat participating characters

状況 Commercial City Mamoot onward / Spa

When Kyouda's HP is 25% or below

Kiū Spada, Oetta, Buna, Gottom...

Spa What did you just say?

Con He said you're cool.

Spa, seriously!? No way, that's obviously a lie!

Combat participating characters

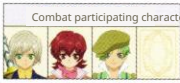
Status Ruka equips the title "Asura General"

Ruka This is the power of Asura!

El Ugh... You really have grown up so fine

Ruka Stop it, El

Combat participating characters



Status Ruka equips the title "Magical Girl"

Luca Magical girl Magicalca. I won't lose to evil!

Spada: Whoa... she actually said it...

Iri: This is a bit... off-putting...

Luca: Waaah

Waaah

Combat participating characters

状況 Luca equipped the title "Magical Girl"

Luka Magical girl Magicalca. I won't lose to evil!

An Luca-kun... if something painful happens, you can always talk to me.

Rika ...You must have a lot on your mind, right?

Kon It's okay... I won't abandon you...

Ruka: W-waaah!

Combat participating characters

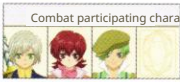
状況 Ruka equips the title "Magical Girl"

Luka Magical Girl Magical Ka. I won't lose to evil!

Qyu Oo ～

El Ooh~

Combat participating characters



状況 Ilia equipped the title "Bad Girl"

Iri Hehe. Were you captivated by my beauty?

Luka 3. Sh.....

Iri: Yes, the admission fee is 1,000 Gald per person.

Spa: You're charging for that?!

Combat participating characters

Status
Condition
Ilia equipped the title "Bad Girl"

Iri: What is this, is that all? How lame.
Luka: More than a little devil...
Kon — more like a little villain...

Combat participating characters

Status: Spada equipped the title "Noble Overflowing with Elegance"
Condition equipped

Spada: My feelings for you have become my sword, and I was able to dispel my sorrow.
Anne: Oh, how lovely.
Iri: Wow, I'm getting goosebumps...

Combat participating characters

状況
Spada equipped the title "Lost Hat"

Qyu: Weird hat, no hat
Spa: Hehe, it's fine once in a while, right?
Kyu: No hat, weird hat, just weird
Supa: Hey!

Combat participating characters

状況
Spada equipped the title "Lost Hat"

Spada, your center of gravity feels weird...
Con: Could it be because you don't have a hat?
Supa: That's it!
Con: Hah... ‥‥‥ (Exasperated)

Combat participating characters

状況
Spada equipped the title "Great Thief of the Corner"
/ Anju successfully used the Rover Eye
item

Spa: There's nothing the Great Phantom Thief Sparda-sama can't steal!
Ann: Oh my, today's donation is this much?
Spa: What about my position... exactly...?

Combat participating characters

状況
Sparda equipped the title "Great Thief of the Street Corner"
/ Ermana successfully used the Rovera
item

Spa: How could you possibly beat the great thief Sparda-sama!
El: Those were pathetic guys, huh.
Supa: I somehow feel like we lost...

Combat participating characters

状況
Anju equipped the title "Yamato Nadeshiko".

An: It is precisely because flowers fall... that they are fleetingly beautiful.
El: And precisely because the food disappears, we end up eating it.
An: Yeah... because it disappears... hey, cut it out!

Combat participating characters

Status: Ricard equipped the title "Wearing Rabbit Ears
Condition Wolf"

Rica: Hmph... boring.
Supa: H-hey... someone poke fun at him...
Iri: Ah, I won't... Luca, say something to him.
Luka: Eeeh— I don't want to either...
Rica: You guys... I can hear you...

Combat participating characters

Status: Ermanna equipped the title "Cat-Eared Girl"
Condition equipped

El: Nyaa-nyan ♪ A great victory, nyan!
Kyu: A great victory, nyan!

Combat participating characters

状況
Elmana equipped the title "Cat-eared Girl"
state

El: Nyaa-nyaa-nyaa-nyan ♪
You can't beat the real thing
El: I'm really harsh on myself

Combat participating characters

状況
Elmana equipped the title "Cat-eared
Girl" Cleared /0[illegible] "Conway and the Ca
t"

El: Our great victory~~ nyan
Kon: I won't accept it! I won't accept that!
El: Don't be so harsh

Combat participating characters

状況
Iria, Anju, El, Kyukyu
Wearing a swimsuit title (※1)

El: Big sister Anju, it's terrible, it's spilling!
Kyū: Mune?
El: Oh no, someone already said it first.
Ann: Honestly, you two...
Iri: A bust that looks like it might spill out... I might be a little jealous...

Combat participating characters

All members currently equipped with the Swimsuit title
Status: in the Garden Awaiting the Divine

Supa, hey... why are we dressed like this...?
Rika: I-I don't know...
Ruca: L-Let's change quickly... 2 ※
Con: Ugh, this is the worst... ※2

Combat participating characters

All members have equipped the swimsuit title (※1)/
In the garden where they wait for gods

Supana, hey... why are we dressed like this...?
Iri: I-I don't know!
Ruca, hurry up and change... ※3
Elu, I... can't anymore... 3 ※

※1: Each swimsuit title is: Ruca as "Prince of the Sea", Ilia as "Peach Girl", Spada as "Pervert Great Demon King", Anju as "Angel on the Sand", Ricardo as "Man of the Sea", Ermanna as "Tropical Girl", Kyukyu as "The Goddess Who Descended on the Beach", Conway as "Diver Youth". ※2: Either Ruca or Conway speaks. ※3: Either Ruca or Ermanna speaks.

Combat participating characters

Situation: Ricardo, Ermanna, Conway, and Kyu equip special titles (※4)

El	Exciting Animal Land is start~
Qyu	It's starting
Con	I don't even feel like jumping in anymore...
Rica	Good grief...

Combat participating characters

Situation: At Mount Kelm (Kelmu Volcano)

Supa	It's so hot...
Luka	Yeah...
Iri	That's impossible...
El	Hurry up and cool down already...
Supa	はぁ……
Iri	Sigh ……
Ruka	Sigh ……
El	はぁ……

Combat participating characters

Situation: Status: At Kerm Volcano

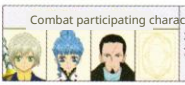
Ann	I wonder how we can cool down...
Spa	There's only one answer!
Luka	You're not going to tell me to take it off, right?
Supa	Ugh... This guy...

Combat participating characters

Situation: At Mount Kelm (Kelmu Volcano)

An	In this heat, my clothes get all sticky...
Luka	…… - Spada
Supa	W-what? I'm not thinking anything weird!
Luka	Nosebleed...
Spa	Whoa!?

Combat participating characters



Situation: At Mount Kelm (Kelmu Volcano)

Ann	This heat... it's really wearing me down...
Ka	We just have to endure it for now...
Luca	Yeah.....

Combat participating characters

Situation: At Mount Kelm (Kelmu Volcano)

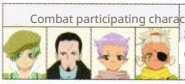
Kon	With this heat, my hair gets messed up and it's unbearable...
Ka	Tell me about it...
Supa	What is this... what...?

Combat participating characters

Situation: At Mount Kelm (Kelmu Volcano)

Rica	We just have to brush off the falling sparks of fire.
El	Old man! Your clothes are on fire!
Rika	W-What!?
El	…… ・Just kidding and
Rica	……

Combat participating characters



Situation: At Galpos Orchard, or in the Galpos conditions jungle

Qyu	Ah... I want to take a bath...
Supa	Oh! Nice idea!
Rika	Spada, you're drooling.
Spa	Whoa...!! Hey, it's not hanging down!
El	Big bro, you're such a pervert.

Combat participating characters

Situation: Status: Galpos Orchard, or Galpos Condition: In the jungle

El	Hey, doesn't it kind of smell?
Iri	Now that you mention it...
Qyu	Ricardo, drenched in sweat...
Rica	Well, it's after a fight, so it can't be helped.

Combat participating characters

Situation: Garubos Orchard, or Garupos Situation: in the jungle

	Man, when it's this hot you want to eat something cold.
Iri	I knew you'd say that... Ta-da! Ice pops!!
Luka	Ilia... it's melted and gone.....
Iri	Ah...

Combat participating characters

Situation: Garupos Orchard, or Garupos Situation: In the jungle

Supa	With it this hot, I feel like eating something cold.
El	I figured you'd say that—Ta-da! Piping-hot oden!!
Luka	What the heck!?
El	Nice comeback!!

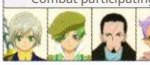
Combat participating characters

Situation: Near the northern country Tenoas, or in the Shrine-Waiting situation

Luka	It's cold, isn't it...
Supa	Yeah...
Iri	Ah—it's so cold!!
An	That's right, if I shout it'll get warmer...
Ruca	It won't...
Spa	It won't...

※4: The special titles are respectively: Ricardo as "The Wolf Wearing Rabbit Ears", Ermana as "Cat-eared Girl", Conway as "Evil Cat Tamer", Kyukyu as "Cute Pony".

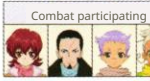
Combat participating characters



状況 In the garden of those waiting for gods

Luka	It's cold...
Supa	I'm going to catch a cold...
Rica	You're undertrained. If you trained regularly... Achoo!!
El	Old man...
Rica	...It's dangerous to stay here too long. Hurry up.

Combat participating characters



状況 In the garden of those waiting for gods

Qyu	Ricardo, you're all alone... That's unfair...
Iri	Ricardo, take your clothes off!
El	I won't forgive you being the only one warm!
Qyu	Ricardo, take it off!
Rica	Being too cold is something to worry about...

Combat participating characters

状況 In the garden of those waiting for gods

Qyu	Tskush!
Iri: So cold, so cold, so cold, so cold, so cooool~~...	
El	Th-this cold is no good, seriously...

Combat participating characters

状況 In the garden of those waiting for gods

"Spa: If you free your mind, even snow will feel warm!"	
Elle: ...It's cold...	
Spa	...Doesn't that have a different meaning?

Combat participating characters

状況 In the garden waiting for gods / Battle time 60 If someone becomes incapacitated for more than 60 seconds

リカ	Phew... I'm a little tired.
El	No way! From exhaustion, old man's hair turned white!
Rica	It's just snow.
El	No fun, huh...

Combat participating characters

状況 Someone was incapacitated for 60 seconds or more during battle in the Garden of God-waiting

Rica	Phew... I'm a little tired
El	No way! From exhaustion, old man's hair turned white!
Rica	I've burned out
El	Y-you're pretty good, old man...
Rica	・・・・・・・・・futsu

Combat participating characters

状況 State Luka's level is 150 (occurs only once)

Luka	Can I become even stronger?
Rika	I think you're strong enough already?
Ann	No enemies

Combat participating characters

状況 Ruka's level is 125 or higher

Luka	Can I become even stronger?
Supa	You bet! If it's you, you can
An	— don't give up

Combat participating characters

状況 During that battle, Anju successfully used "Rover Condition Item"

Iri	Shoot!
Luca	Slash!
El	Punch!
An	I will take it ♪
El	Anju-neechan, is that really okay...?

Combat participating characters

状況 During that battle, Anju succeeded in "Rover Item"

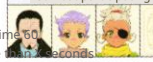
Luca: Anju is a sister, but her swordsmanship is amazing.	
An: When it comes down to it, you have to protect yourself.	
El	Then what about your hand movements?
An: Of course, that too—hey!	

Combat participating characters

状況 During that battle, Anju succeeded in "Rover Item"

An: Everything is by divine guidance.	
Elle	As expected of Sister Anju...
Iri	She's really shrewd.

Combat participating characters



状況 During that battle, Elmana successfully used a "Low X-Bar Item"

Elle	The world's treasure is ours!
Kyu Elle, amazing! You did it~!!	
Rica	Since when did you become a treasure hunter?

Combat participating characters

状況 During that battle, Elmana successfully used a "Lo X-Bar Item"

Con	Thank you for your donation
Con	Imitating Anju? It doesn't suit you
El	Still not enough volume, huh...

Combat participating characters

状況 Spada is poisoned/Po Parda's HP is 70% or below

Spa	Damn... My consciousness is fading...
Iri	Leave the nursing to me! Luka will do her best!
Supa	Luka, huh!

Combat participating characters

状況 During that battle, Elmána became paralyzed

El	Uchi, it seems I was struck by the old man... What should I do?
Rika	Calm down. That's paralysis

Combat participating characters

状況 During that battle, Kyukyuu became paralyzed

Was

Qyu Kyukyu, I'm numb from that weird hat...

Supa Oh!?

Ki just kidding

Supa ••••••••••••••••••

Combat participating characters

状況 Spada's HP is 25% or less (*)

Ouch ouch ouch, how could I...

Luka Are you okay, Spada?

Iri: Ahahaha, being worried about by even Luca is so uncool~!

Spada: Damn it~! I'll make it look cool next time.

Combat participating characters

状況 Spada's HP is 25% or less.

Iri Spada... I've avenged you.

Spa isn't dead yet!

Iri: Atmosphere, yeah, atmosphere. Umm, do we still have a Life Bottle?

Spada: So I'm not dead!

Combat participating characters

状況 Ricardo's HP is 25% or below

An Mr. Ricardo, are you all right?

Rika No need to worry. I'll protect you no matter what.

El: This feels like a love scene, doesn't it?

Combat participating characters

状況 Elmana's HP is 50% or below

El: I might not make it... (colloquial)

Rica: Is that so

El Old man, worry more about me

Rica If you can still joke, there shouldn't be a problem

Combat participating characters

状況 Kukyu's HP is 25% or below

Situation

Qyu Ah... Kyukyu, I can't take it anymore...

Rica You went out too far.

Combat participating characters

状況 Conway's HP is 25% or below.

Kyui Taku, Onita Kyukyu.

Spa Interpreter! Where is the interpreter!?

Con, could you let me rest a little...?

Combat participating characters

状況 Burn: Conway's HP is 25% or less

Con Damn... it wasn't supposed to be like this...

An I will recover soon

Thanks, Kon. You are a person who does not shame the title of saint.

An: If there are injured people, it's only natural to help them

Combat participating characters

Status Luca's HP is 25% or less, Ilia and Spada's HP is 60% or more (*)

Iri: Too easy!

It's S-pa-da.

Luca: It's no use anymore...

Combat participating characters

状況 Ricardo's HP is 25% or less, and Luca, Iri(a), and Spada's HP are 60% or more.

Luka Piece of cake!

Supa Of course it is, right?

Iri: There's no way we'd lose to something like this.

Rika: You guys... was that on purpose...?

Combat participating characters

状況 Iria and Spada's HP are 25% or below (*)

Luca: Our weapon is love!

Iri Ugh...

Spa Shoes...

Ruka あ、Huh...?

Combat participating characters

状況 Ilia and Spada's HP are 25% or below condition (*)

Luka Yes! We won!

Iri: Sorry to bother you while you're celebrating, but could you heal us?

Spa: Please help us too~

Combat participating characters

Condition: Remaining HP of characters other than Ilia is 25% or below (*)

Iri: Wuh-!? Everyone, are you okay!?

Luca: Somehow...

Rika, this much... it's nothing to worry about.

El Hurry up and recover~

Combat participating characters

状況 HP of characters other than Conway is 25% or below.

Con Next time I want to win with room to spare.

An Ugh...

Luca I'm sorry...

Rika How embarrassing...

※ It does not occur between the eastern country Ashihara and the Ashihara royal tomb.

Combat participating characters

Situation: Kyukyu, Ilia, Elmana's HP is 50% or less / battle time is 60 seconds or more

Qyu	Too slow!
Iri	Expensive!
El	Tastes awful!
Con	This is the worst...

Combat participating characters

Situation: Everyone's HP is 25% or less

El	No good. I'm already at my limit.
Luka	Me too...
Iri: Me too~...	
Anhaah... Haa... Now... Haa... Need to recover...	
El: This isn't the time to worry about others!	

Combat participating characters

Situation: Everyone's HP is 25% or less

Con	They say the best defense is a good offense...
Qyu	Kyukyu and the others are in tatters!
Luka	Sorry, if only I could heal...
Sparka, it's not your fault, don't worry about it.	

Combat participating characters

Situation: Ruka defeats the last remaining enemy (*)

Iri, nice job! Keep it up and do your best for my share too!	
Ruka: Yeah! ..... Huh?	

Combat participating characters

Situation: Condition: Ilia defeats the last remaining enemy (Note:)

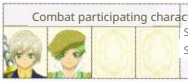
Iri	It's hard to pick up...
Luca: Could it be... money?	
Iri	Correct!

Combat participating characters

Situation: Ilia defeats the last remaining enemy

Iri	I'm not good at going easy on people, you know.
Spa: Ah! Just charge at them with everything you've got!	

Combat participating characters



Situation: Spada defeats the last remaining enemy

Situation

Spa: All right~! How was that!	
Ruca: Amazing, Spada!	
You're Spada, right? Ehehe...	

Combat participating characters

Situation: Spada defeats the last remaining enemy

Situation

You're a hundred million light-years too early to try to beat me, spa!	
Ruka: That's not time, it's distance...	
Spa?! Seriously!?	

※ It does not occur between the eastern country Ashihara and the Ashihara royal tomb.

Combat participating characters

Situation: Spada defeats the last remaining enemy

Spada: How about my splendid swordsmanship?	
Rika: Honestly, without even realizing you're being supported...	
An	Hehe, thank you for your efforts

Combat participating characters

Situation: Spada defeats the last remaining enemy

Supa	Heh heh, how about that!
Kyuu, as expected of the young master!	
Spa Kyukyu! You too, huh!	

Combat participating characters

Situation: Anju defeats the last remaining enemy

Spa: It shakes like crazy when you move vigorously...	
Ann: What do you mean by that?	
Spa: My bad, my bad!	

Combat participating characters

Situation: Anju defeats the last remaining enemy

Ann: Is this about it?	
El	As expected, that chest is no joke.
Ann	...Come on, breasts have nothing to do with this, right?

Combat participating characters

Situation: Ricardo defeats the last remaining enemy

Rika: I'll just brush off the sparks of fire falling on me.	
Spa: I'll blast them away as much as I want!	

Combat participating characters

Situation: Ricardo defeats the last remaining enemy

Rica	Meeting me was the death of your luck. Rest in peace.
Supa	That's quite a dramatic line, isn't it?
Rica	Huh, it's a mercenary's finesse.

Combat participating characters

Situation: Ricardo defeats the last remaining enemy

El	Ricardo (old man) is incredible
Spa	Ah, old man, you're awesome!
Rika	.....Don't call me "old man."
Kyu	Old man, calm down!

Combat participating characters

Situation: Ricardo defeats the last remaining enemy

An	No mercy, huh?
Rica	Protecting you is my job, after all.

Combat participating characters

状況 Ricardo defeats the last remaining condition enemy with a secret technique

Rica Sleep forever...
El Sleep forever...
Iri Ihyahyahya, El doesn't look like it at all!
El Really? I was confident though...
Rica Phew..., that was anticlimactic

Combat participating characters

状況 Ermana defeats the last remaining enemy

Qyu Ermana Ubuojiada?
Spa... What did you say?
Luka Do, don't ask me...
El Ermana is the best! So cute! Do it
It's Spawso, right!

Combat participating characters

状況 Ermana defeats the last remaining enemy

El: This is our special something-or-other power!
Luca What exactly is "something-or-other" power...?
El: Well?
Luka ・・・・・・・・・・・・

Combat participating characters

状況 Ermana defeats the last remaining enemy

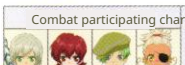
El Ange big sis, I did my best!
An: Alright, alright, carry you up.
Supa Me too, me too!
AnsParda is no good.

Combat participating characters

状況 Ermana defeats the last remaining enemy

El: All right! I'll smack them and finish them off!
Ann El, don't say such dangerous things.
Con: I'll pretend I didn't hear that.
Qyu Smack...? Finish them...?
An Kyukyu, don't worry about it.

Combat participating characters



状況 Kyukyu defeats the last remaining enemy

Kyukyu won't lose!
Supa: I won't lose either!
Iri: Me too!
Qyu Everyone: Don't lose!
Luka I- I missed it...

Combat participating characters

状況 Kyukyu defeats the last remaining enemy

Luka Amazing, Kyukyu-san
Ky To live, become stronger
Ruka I have to... do my best too!

Combat participating characters

Condition Kyukyu defeats the last remaining enemy condition

Qyu Arakitonu, Kyukyu, Agero!!
Irie? What? What did you just say?
Con: "This is Kyukyu's power," she said.
Irie: You're so useful~

Combat participating characters

状況 Kyukyu defeats the last remaining enemy

Rica That step forward just now was pretty good
Qyu But Ricardo still has a long way to go
リカ Well then, shall we look forward to next time?

Combat participating characters

状況 Kyukyu defeats the last remaining enemy

Qyu We did it! We won! Great victory~!
El We did it, Kyukyu-neechan!
Qyu El did it too!
El Then it's a victory for the two of us!

Combat participating characters

状況 Conway defeats the last remaining enemy.

Con Of course I'll win.
"Su-pa heh," you say, don't you?

Combat participating characters

Status: Conway defeats the last remaining enemy with a secret technique.

Iri: Whoa, that's way too ruthless.
Con When enemies charge at you with all their might, it's rude not to properly deal with them.

Combat participating characters

状況 No incapacitated allies / Battle time within 10 seconds

Supa Fast!
Iri: Cheap!
El: Delicious!

Combat participating characters

状況 No incapacitated members / Battle time within 10 seconds

Supa This is a piece of cake!
El: Then I'll take it easy after breakfast!
An El: You don't have to compete...

Combat participating characters

状況 No incapacitated allies / Battle time within 10 seconds

Supa: This is... no small thing!
El: It was too easy, I'm not satisfied

Post-battle banter

Combat participating characters

Status: no incapacitated allies / Battle time within 10 seconds

El Victory Dance!
Rika... she just looks like she's throwing a tantrum
Con Exactly.

Combat participating characters

Status: no incapacitated allies / Battle time within 10 seconds

Rica I'll fight at least for the reward.
El How much reward did you get?
Rica Enough to live for a while with three meals and naps included.
El I want to be hired too...

Combat participating characters

状況 No incapacitated characters / Battle time within 10 | Condition seconds or less

Con Heh, next time you should be more selective with your opponents.
El Not that there will be a next time, though.

Combat participating characters

状況 No incapacitated characters / Battle time within 10 seconds or less / Obtained the Cabbage Roll (P.025) recipe

Kon—! Our victory is already decided.
El Hey, hey. So is tomorrow's dinner already decided then?
Con Tomorrow will be cabbage rolls and vegetable juice.
El Wow~ Amazing~, myself.
El Honestly, you really do like vegetables, don't you?
Con (...Because it's my turn)

Combat participating characters

状況 Battle time within 5 seconds

Luka You're in top form!
Spa: That was literally a one-
hit kill! Hmph... there wasn't even a hint of resistance.

Combat participating characters

状況 Battle time is over 60 seconds.

Iri Ah—come on, don't dawdle in battle like that!
Ann Phew... I really am not cut out for fighting, am I...
El Why don't we just leave everything to Luca and the others?
Iri: That's it!
An That's right!

Combat participating characters

状況 Obtain 1,000 or more gald Condition

Iri Hehehe! A big catch, a big catch! I can't stop laughing!
El Big sister Ilia, your eyes have turned into money...

TOPICS Try equipping gag weapons

If you win first place in the Single Battle advanced class in the "Arena" (p.286), you can receive a special weapon. These are the series' familiar "gag weapons" from the "Tales of" franchise. They stand apart from other weapons in design; there are stronger weapons, but they have a charm that makes you want to use them. Every one of these weapons is worth a look.

●How each character looks when equipping a gag weapon

Spiked Bat

A symbol of delinquency. A weapon that suits Luca best of all. It evokes that certain game from Namco that fans will recognize. Unfortunately, the ingredient of the same name cannot be used. During battle, if a character is holding food they cannot use it, which is very A

Wakyanizers

daikon

Oden

Bamboo Broom

During cleaning time, starting a war with brooms is a boys-only privilege. The stats that increase are "29" and "5," for a total stat increase of "34."

Pad Knuckle

Kyukyu is paired with a paw pad. The name likely originates from the voice actor who once appeared in an information magazine distributed at game centers, which is probably the original reference.

ネギ

N·G

Post-battle banter

Trophy Data

This lists the conditions for acquiring all 53 trophies in this game. Some are very difficult to obtain, but challenge yourself and aim for the Platinum Trophy by playing thoroughly.

2 How to Read Trophy Icons

= Platinum Trophy　= Silver Trophy
= Gold Trophy　= Bronze Trophy

Name	Contents
Tales of Innocence R Master First	? Obtained all trophies
Guard Counter	Successfully performed a guard counter for the first time
First Mission	First time mission completed
Achieve 200 combos	Achieved a 200-hit combo
Heaven Art Master	Conway learned all the Heaven Arts he can learn
Secret Mystic Arts Domination	I viewed the mystic artes of all player characters
Rave LV4 maximum duration	The duration of level 4 on the Rave gauge during battle exceeded 60 seconds
Rave LV4 duration	The continuous duration of level 4 on the Rave gauge exceeded 10 minutes
Speed gamer Play time exceeded 100 Saved 1,000,000 gald Spent 10,000,000 gald Defeated 2,000 enemies	Cleared within 15 hours
	Play time exceeded 100 hours
	Saved 1,000,000 gald
	Spent 10,000,000 gald
	Defeated 2,000 enemies
Number of battles Over 1,000 times	Engaged in battle over 1,000 times
Search Gald Master	The number of uses of "Search Guard" exceeded 250
Rover Item Master	The combined number of uses of Rover Items by Ange and Ermana exceeded 500
Style Master	Acquired all style abilities for all characters
All characters reached MAX level	All characters reached level 200
Monster Encyclopedia Collector	? Filled over 90% of the monster encyclopedia
Skit Collector Saw all skits	
Obtained 10 titles	Each character obtained 10 titles
Obtained 20 titles	Each character obtained 20 titles each
Title: Conqueror	Obtained every character title (excluding DLC titles)

Name	Contents
Treasure Chest Collector	? Opened over 90% of treasure chests
World Conqueror	Cleared the world map
Cooking Master	All characters' all cooking recipes Bell reached MAX
Low-Level Clear	Cleared at level 30 or below
Five-Colored Hero	Cleared 174 "Sinjer Five ⑤" (P.281)
First time at the hot spring	Obtainable at Helmu Volcano
Sniper defeated	Defeated Sniper (P.149)
Defeated otherworldly denizens	Defeated Negashion Delos (P.153)
Defeated Gigantes	Defeated Gigantes (P.156)
Defeated the Bodyguard	Defeated Bodyguard (P.165)
Defeated a Dweller of Darkness	Defeated Macchia Grave (P.183)
Defeated Chitose	Defeated Chitose (2) (P.193)
Defeated Cyan	Defeated Cyan (2) (P.201)
Gurdle Defeated	Defeated Gardle (2) (P.203)
Defeated Albert	Defeated Albert (P.226)
Defeated Hasta	Defeated Hasta (4) (P.249)
Defeated Mathius	Defeated Overlord Burdened with Despair (P.255)
Defeated the Otherworld Guardian (異界の守護者)	Defeated Lotus de Luyne (P.303)
Cleared Arena (Beginner)	Cleared the Arena single and party battles: Beginner
Cleared Arena - Intermediate	Cleared the Arena single and party battles: Intermediate
Cleared Arena - Advanced	Cleared the Arena single and party battles: Advanced
Defeated the Hearts siblings	Defeated Kohaku and Hisui (p.291)
Defeated Mira	Defeated Mira (p.288)
Bond with Ilia	Luca and Ilia's bond value reached 999
Bonds with Spada	The bond value between Luca and Spada reached 999
Bonds with Ange	The bond value between Luca and Ange reached 999
Bonds with Ricardo	The bond value between Luca and Ricardo reached 999
Bonds with Ermana	The bond value between Luca and Ermana reached 999
Bonds with Conway	The bond value between Luca and Conway reached 999
Bonds with KyuKyu	The bond value between Luca and KyuKyu reached 999

KyuKyu & Conway Chapter

キュキュ

Energetic Transfer Student

Girl Named After a Flower

Idol candidate

Role-Playing Sakuya

Female Military Officer

nekomimi

kusetsuke Kyukyu

black glasses

Conway

the rumored vice president of the emperor's right-hand blade

the emperor's right-hand blade

Idol candidate

roleplay Himmel

The Silent Assassin

Drooping Rabbit Ears

Curly-haired Conway

Intellectual Glasses

Check out the main story's titles and costumes too!

Kyukyu: visitor

Kyukyukyûto Bunny

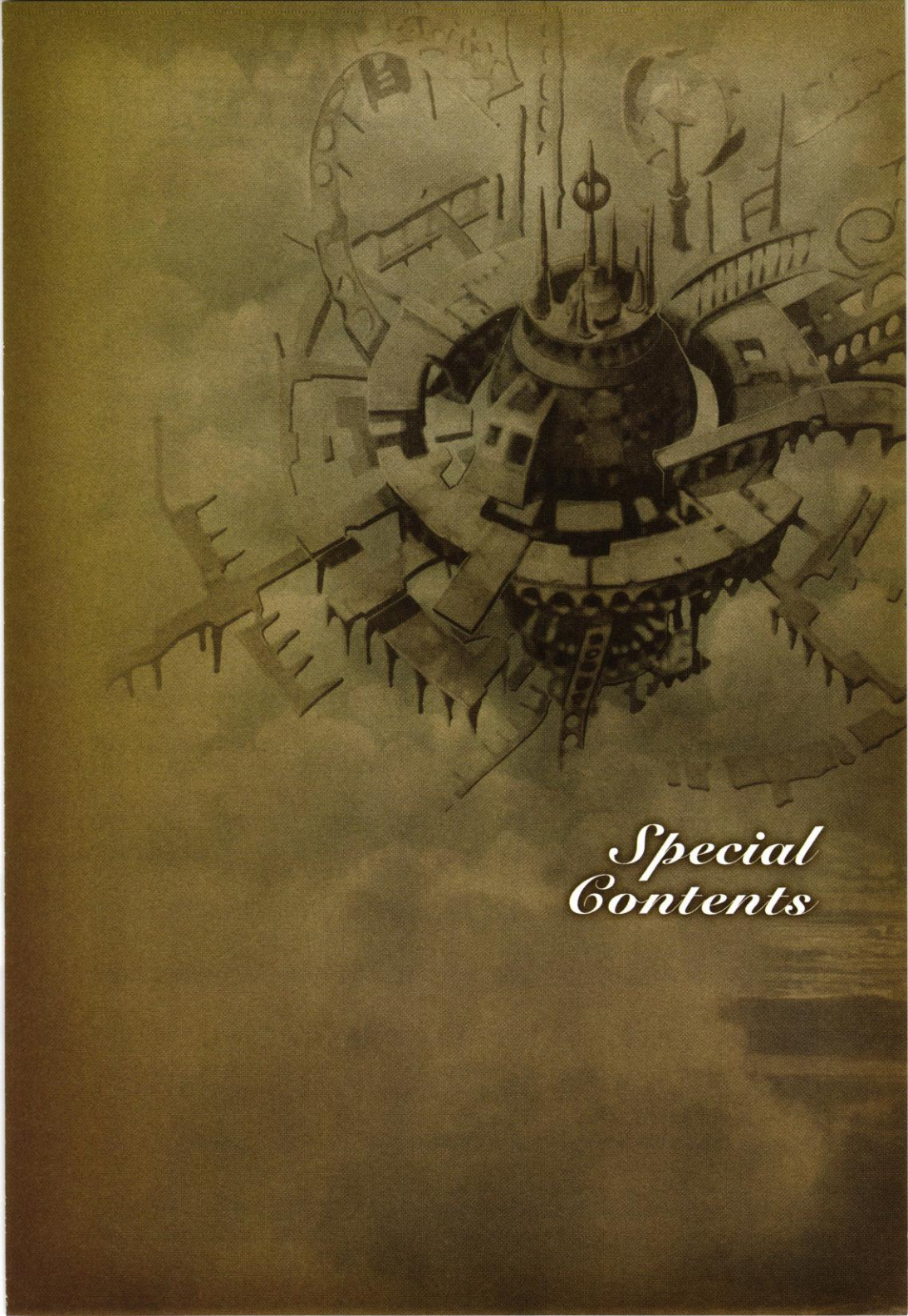
With Kyukyukuro

Kyukyu: The goddess who descended onto the sandy beach

Conway: Diver Youth

Conway: Executioner

Conway: The Evil Cat Tamer



Special Contents

Creation of Heaven and Earth

The world was created by the "Primeval Giant," who tried to drow n out the loneliness of solitude. However, contrary to the Primev al Giant's intentions, conflict arose among the gods, and the world was split in tw

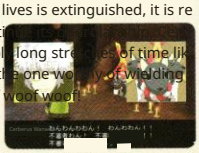
The Birth of the World and the "Genesis Power"

At first, there was nothing in the world. The only being that existed in the empty space was the Primeval Giant. Unable to bear the solitude, the Primeval Giant used its own body to create the world and the gods. The will of t he Primeval Giant, having lost its flesh, remained in the world as a power called "Genesis Power."

The will of the giant that created the world—the Genesis Power—possessed the ability to grant any wish. Regarding how to wield that overwhelming power, the Primeval Giant l eft behind only the words: "Offer devotion and trust, and se t forth their proof. Then I shall be wielded." Those ambiguo us words later came to be interpreted as meaning either "to sacrifice the life of the person the user loves most" or "for l overs to wield the Genesis Power together."

Cerberus, the Guardian of the Genesis Power

To prevent the Genesis Power from being used reck lessly, it is guarded by a three-headed dog, Cerberu s. Its duty is to watch over the Genesis Power and dr ive away anyone who lacks the qualification to appr oach it. Even if one of its lives is extinguished, it is re born as Cerberus to conti[illegible] erus spends inconceivabl[illegible] long stre[illegible]es of time lik e this, waiting alone for th[illegible] one wo[illegible]y of wielding he Genesis Power. Woof woof woof!



The Origin of the Surface World

Soon after the world was formed, gods who abused their powers began to appear. The gods decided to exile those who had sinned, dividing the world into the "Heavenly Realm," where the celestials would dwell, and the "Surface World," where the sinners would live. Thus, the gods who committed sins in the Heavenly Realm had the ir powers taken away, and the rule that they would live as "surface dwellers" on the Surface World was established, bringing peace to the heavens.

Ironically, it was the very surface dwellers whom the celestials had spurned who saved them from that crisis. The prayers of those su rface dwellers longing to return to the heavens became the sustai ning power of the Heavenly Realm. The mechanism created to maintain the divided world would eventually split the Heavenly Re alm itself. Two factions arose and began to contend with each oth er: the "Ratio," which regarded surface dwellers as the driving forc e sustaining the Heavenly Realm, and the "Census," which embraced the surface

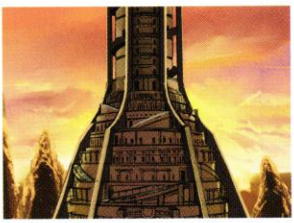
However, by splitting one world into two, the Heavenly Realm's ability to sustain itself became precarious.

The gods cast down to the surface left murals and stone inscri ptions. Praying for return to the heavens, they left many

▼Sky Castle

The Birth of the Church and "Heavenly Arts"

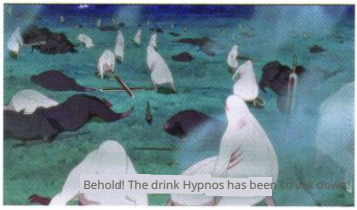
Longing to return to the Heavenly Realm, the surface dwellers once built a tall towe r and conceived a means to return to the heavens. However, this attempt provoked th e celestials' anger, and lightning struck the surface, killing many people. From this eve nt, the custom of praying to beg forgiveness from the heavens arose among the surfa ce dwellers. That custom eventually crystallized into a religion, and an organization cal led the "Church" was formed. In return for prayers, the celestials began to grant the C hurch a portion of divine power. This power came to be called "Heavenly Arts," and it s erved as proof of the Church's righteous faith. Thus, the Church propagated its doctri nes and became an organization that united the surface dwellers.



▼Tower of Dawn

The struggle for heavenly unification

As time passed, the earthly people's faith gradually weakened, and eventually the prayers of the people alone could no longer sustain the Celestial Realm. So Latio devised a plan to use the souls of the earthly people as a substitute for prayers, creating the office of the "Shinigami" (Death God) to reap their souls. Sensus, who wished for coexistence with the earthly people, fiercely opposed this. Latio and Sensus gradually grew apart, and their rift eventually escalated into a large-scale conflict.



The war bega
n. They clashed over author
ity, brutally. Two forces vied for supremacy. Both sides were led by the people Asura

Sensus, lacking cohesion, suffered a series of defeats, but the appearance of the general Asura turned the tide of war. Asura's wish was to obtain the Genesis Power and unify the Celestial and Mortal Realms. The organization leading Latio, the "Senate," learned of Asura's goal and sought to obtain the Genesis Power before him. Thus, the conflict between them transformed into a struggle over the Genesis Power. However, with the strategist Oliphiel and the goddess of fertility Inanna belonging to Latio, and Asura having acquired the sacred sword Durandal, Asura continued a victorious advance, and the contest for the unification of the Celestial Realm concluded with Sensus's victory.

He was a fier
ce general. Truly a one-ma
Sporting Death by the people Asura

● Differences between Latio and Sensus

Latio

● Serious and inflexible ● Ruled by the Senate

● They look down on earthly people using the Shinigami to hunt earthly souls and exploit them to sustain the Celestial Realm

Census

● Free but savage

● There was no specific ruler, but later led by Asura

● Cared deeply for the surface dwellers and opposed the system of the Grim Reaper

Activation of the Genesis Power

Recognized by Cerberus for unifying the heavenly realm, Asura finally obtained the Genesis Power. Taking Oriphiel's words to heart, Asura concluded that "the way to use it is by those who love one another." Accompanied by his lover Inanna, he attempted to activate the Genesis Power to achieve his ambition of fusing heaven and earth. However, at that moment, Asura's body is pierced by his companion's holy sword, Durandal. Inanna had received a secret order from the Senate to assassinate Asura.

Despairing over the betrayal by his lover and friend, Asura destroys Durandal, kills Inanna, and dies.

Despite these circumstances, the Genesis Power activated. It granted both Asura's wish for the "fusion of heaven and earth" and Inanna's wish to "reject the fusion of heaven and earth." Because the heavenly and earthly realms fused only partially, the heavenly realm collapsed, resulting in the deaths of almost all celestial beings.

The Truth of the Heavenly Collapse

Inanna approached Asura because she had received an order from the Senate to assassinate him. However, she came to truly love Asura. Torn between her mission to prevent the fusion of heaven and earth and her feelings for Asura, Inanna suffered intense anguish. In the end, she chose to kill her beloved to reject the fusion of heaven and earth. Her mother had been brutally murdered by surface dwellers, so she harbored deep hatred for them. For that reason, she could not bring herself to accept the fusion of heaven and earth.

The tragedy that befell the two lovers.
The tragedy is triggered.
It will eventually engulf the entire world

The World That Lost Its Gods

Because the power of creation granted conflicting wishes, the world became riddled with contradictions. Centered on the gods reborn on the surface, various forces began to move, and the era grew increasingly chaotic.

The Era of "No Grace"

The destruction of the celestial realm brought calamities and disasters to the surface world as well. Also, because the celestials were gone, no matter how much people prayed they could no longer receive heavenly arts. This phenomenon would later be called "No Grace." Churches that could no longer use heavenly arts lost their authority, and with religious bonds weakened, the unity of the nations also declined.

Furthermore, those born on the surface who possessed special powers began to appear. They were reincarnations of the celestials, "reincarnates" who retained divine powers and memories of their past lives. They came to be called the gifted, and were feared by the people.

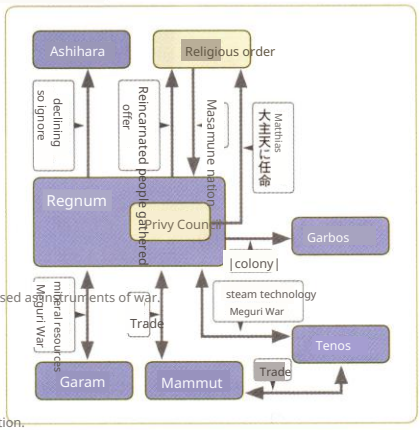
Reincarnates

When the celestial and surface realms both existed, there was a system in which "surface people do not reincarnate, but celestials, even if they die, reincarnate in the celestial realm." However, due to the partial fusion of heaven and earth, celestials began to reincarnate into the surface world. The emergence of reincarnates was also a result of the celestial realm's destruction. Incidentally, a single soul can split and reincarnate as multiple humans.

War over the power of creation

Due to successive natural disasters and poor harvests, conflicts over resources erupted on the surface world. The first to strike was the royal capital Regnum, the suzerain state of the religious order. Regnum first made the southern country Galpos into a colony, then began wars with two countries: Garam in the west, rich in mineral resources, and Tenos in the north, which held the steam-engine concessions. This conflict dragged on for years without resolution.

●Relations Between Nations



At one point, Regnum devised a plan to use the power of the reincarnated in the war. It thus enacted the "Supernatural Capture Adaptation Law" and captured reincarnated individuals to deploy them in the fighting. At the same time, abusing its position as suzerain, it placed a girl named Matthias—a reincarnated from Asura—at the head of the religious order, and under the pretense of "relief from the Supernatural Capture Adaptation Law" had the order gather reincarnated people. Those reincarnated who joined the order were likewise used as instruments of war.

Matias, so consumed by the despair of his previous life, contemplated destroying the world with the power of creation. While pretending to follow Regnum, she was secretly searching for that power of creation.

Unification of Heaven and Earth

Eventually, Mathius discovers the whereabouts of the Genesis Power. Alber, a noble of Tenos who learns that she intends to destroy the world, decides that this is no time for war. He works with Regnum and Garam to bring the war to an end.

Although she obtains the Genesis Power, Mathius is not qualified to wield it. She is defeated by Luka, a reincarnation of Asura, and Ilia, a reincarnation of Inanna, and the crisis of the world's destruction is averted.

After Mathius's defeat, Luka and Ilia use the Genesis Power to unite heaven and earth into a complete fusion.

Countries and regions of the world

On the surface there are many countries and cities that were once connected by shared fai
However, after Mue, the authority of the cult declined, acceleratin
g fragmentation and making differences in climate and customs more pronounced.

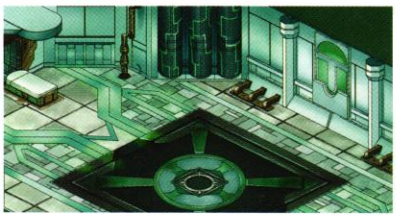
Royal Capital Regnum

The great nation located in the center of the continent with an ancient history. The city is divided into three districts: industrial, commercial, and noble residential, and industry in particular is flourishing. As befits a great power, it boasts abundant national strength, but its food self-sufficiency is low, relying on colonies such as Galpos.

The politics of Regnum are managed by the Royal Capital Hou se of Nobles Parliament, and it also possesses a powerful militar y. Furthermore, an organization called the Privy Council serves a s an advisor on state affairs. The Privy Council is composed of se nior figures of the order; it is said to hold no real power, but secr etly wields tremendous influence. It would not be an exaggerati on to say that the Privy Council shapes Regnum's national policy.

Privy Council

Once the order held immense power, but after a constitu tion establishing separation of religion and state was enact ed, it could no longer participate in politics. The Privy Counc il was established to bring the order's intentions into the sta te. Later, when the order's authority declined due to Mue's actions, the Privy Council's authority was thought to have fa llen as well, but it secretly manipulates the military and the order. The Privy Council's goal is the founding of a "Paradis e." From ancient texts they learned that terrestrial people a re reincarnations of gods; they plotted to restore their past-life powers and seek to ru

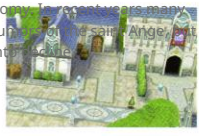


Reincarnate Research Institute

Nobles and merchants, factory workers
A large town
where even workers live and which is flourishing.

Holy City Naos

One of Regnum's territories. While the order's authority has waned, faith has taken root here unusually, and a larg e cathedral stands at the center of the town. Because the o rder is powerful, the town remains under Regnum's rule y et maintains a degree of autonomy. In recent years many pilgrims visited after hearing rumors of the saint Ange, but after her arrest the town fell into decline.



Sania Village

A village located in the desolate drylands of the southw est continent. The village was established by Regnum to de velop the area, and most inhabitants are settlers from Re gnum. Because wars between Regnum and other countri es intensified, development has not only stalled, but the vi llage has been plundered by the order and Regnum's ar es. It is a harsh land where women and children must ar themselves with guns for self-defense.

Gulpos, a Southern Country

A country located in a warm southern region, popular w ith Regnum and Tenos as a resort destination. Since losing the war ten years ago, it has been placed under Regnum's control and delivers specialty fruits grown on large-scale plantations to Regnum. However, it has not been subjecte d to severe repression and is governed relatively peacefull y, suffering little from the war's effects. Although there on ce was faith in the order, it has now waned, and an older r eligion worshipping the dragon god Vritra is flourishing.

Gulpos Orchard

East Country Ashihara

A nation surrounded by sea, ruled by Head of State Jirocho. Once a great power, it lost most of its territory due to rising se a levels influenced by Mue, and is now threatened by submersi on. Perhaps because it is separated from the continent, man y aspects of its culture—housing, clothing, and eating habits—are distinctive. People believe that when a person dies they be come a god, and the ancient king's tomb, the Ashihara Royal T omb, is heavily guarded. The tomb also preserves murals that t ell legends about the collapse of the celestial realm.

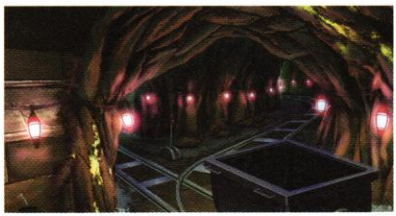
▼Ashihara Royal Tomb

Western Country Garam

A powerful nation on the west side of the continent. The Kelm Vol cano is nearby, and it possesses the Calypso Mine. Weapons craftsm en who seek mineral resources mined in the mine and martial artists and mercenaries who seek weapons made by those craftsmen gath ered there, forming the nation; as a result, it is also a country well-versed in martial matters.

▼Garam Volcano

In recent years it has focused on trade using its abundant min e resources, and Garam Port, once considered a frontier, develo ped into an important national hub. As a result, Regnum set its si ghts on Garam's mineral resources, and the two have been at od ds for a long time. Religious differences are also intertwined as o ne cause of this war. In Garam people have long worshiped the Kelm Volcano, and that belief became linked to the development of smithing, leading them to worship the forge god Vulcan. Hold ing beliefs different from the doctrines of the church was somet hing the suzerain nation Regnum could not overlook.



▼Calypso Mine

True to its reputation as a nation of arms, Garam's army oft en employs mercenaries. They are said to be especially adept at guerrilla warfare conducted by small-unit formations.

North Country Tenos

A country in the north of the continent blessed with resources s uch as coal and gas. Perhaps because it is a snowbound, cold land , they worship a goddess of fertility, and ruins believed to have be en created for that purpose remain. For many years Tenos was under Regnum's rule and, with Regnum's support, developed stea m engine technology. As a result, Tenos grew into a nation proud enough of its technology to house weapons factories within its ca pital. However, when Regnum began taxing railway usage as a fe e, it triggered war between Regnum and Tenos, and they have continued to contest each other.

▼The only one that has it is Tenos. The technology to m ake small steam engines sufficient for use on airships

▼Waiting-for-God's Garden

▼Tenos Weapons Factory

Commercial City Mamout

A trading city located between Regnum and Tenos. Historically it has maintained neutrality as a country that has remained neutral and aligned with neither Regnum nor Tenos. Because it is not at war and taxes are low, various people—especially merchants—come and go, making it a lively city. It is particularly famous for its morning market, reputed for selling goods cheaply. However, due to the congestion and chaos to the point of being called "the morning battlefield," amateurs are advised not to approach. Also, Mammoth merchants are known for their zeal in trade, even setting up shops close to the battlefield.

This town where people come. From all over the world people from a wide variety of regions. To get there, the I hear Mariya's dialect.

Grigori Village

The hidden village inhabited by a clan descended from the god Gurdle. The divine power possessed by the Grigori made it possible to seal the celestial arts of reincarnated humans. Although this is a precious technique capable of opposing reincarnated individuals, those who wield it cannot leave the village except on missions because of that power. Also, to preserve the Grigori's purity, they repeatedly marry within the clan, and whenever the god's blood grows diluted, Gurdle mates with villagers to sustain the clan. It seems that not a few people are displeased with such a constrained way of life.

It is ideal as an isolation facility. To get there, the only way is by ship. It is located on a remote island and has a hard to find the outside world.

Myuth Tribe Village

The Mewse tribe was once part of the heavenly gods and served as Latio's storekeepers. However, they gave in to their appetite and ate the preserved food, so Inanna's mother transformed them into their present form. Afterwards, they descended to the surface on their own in search of earthly food. Perhaps because they were originally gods, they understand human speech and are dexterous. Their habit of digging holes everywhere became a nuisance, and the place isolated from Sania Village became their hamlet. Currently, Sania Village is exploring ways to coexist, such as hiring them to do simple household chores.

Be careful not to show it. There is. Please be very c

Isekai Triverse

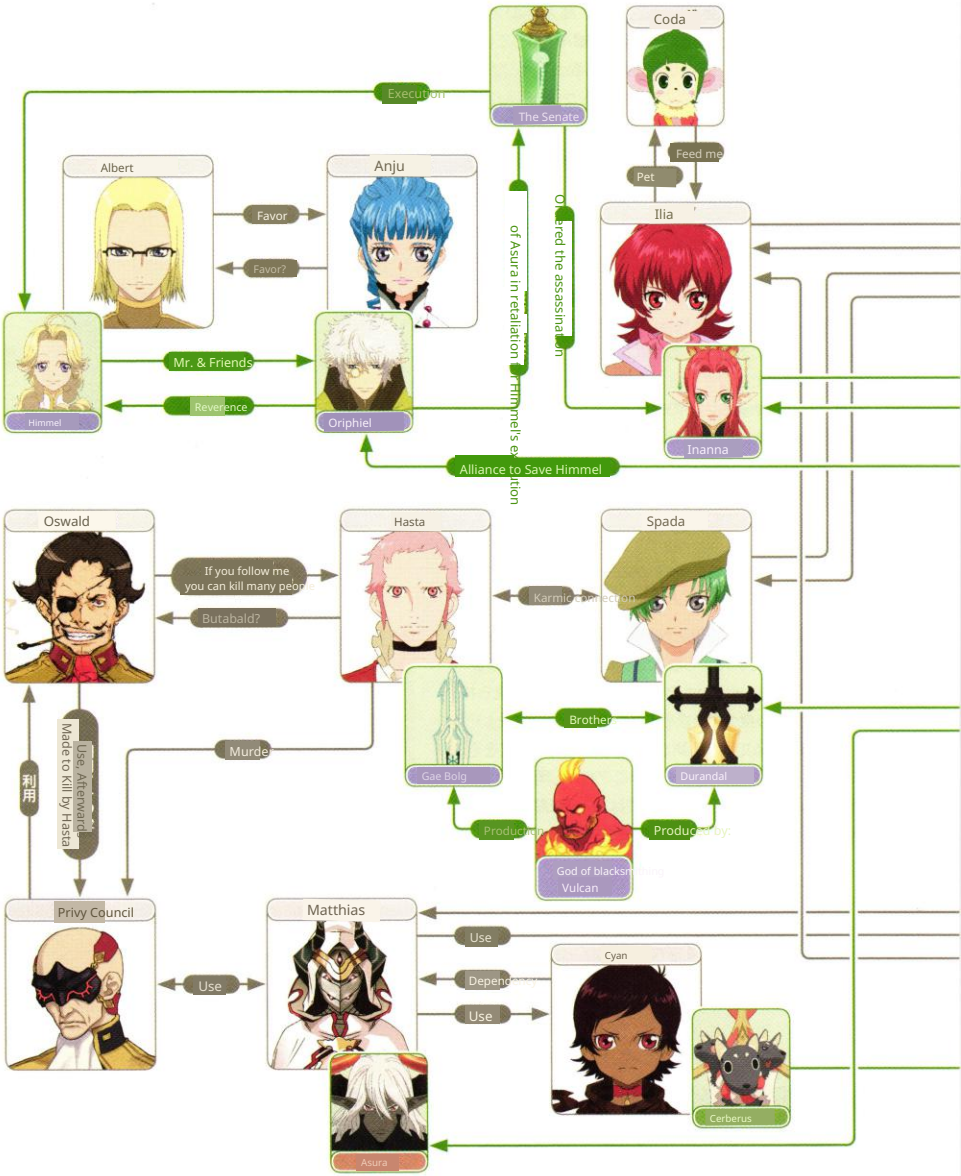
In the world, there are boundaries to other worlds called "distortions of time and space". These time-space distortions can be found in places such as the Forest of Sorrow and the Cayo Mina, and are known to people as legends such as mysterious disappearances.

In world, this world is known as the "World of Innocent Bonds" and there also appear to be traditions of the "World of Raging Storms" and the "World of an Opened Heart."

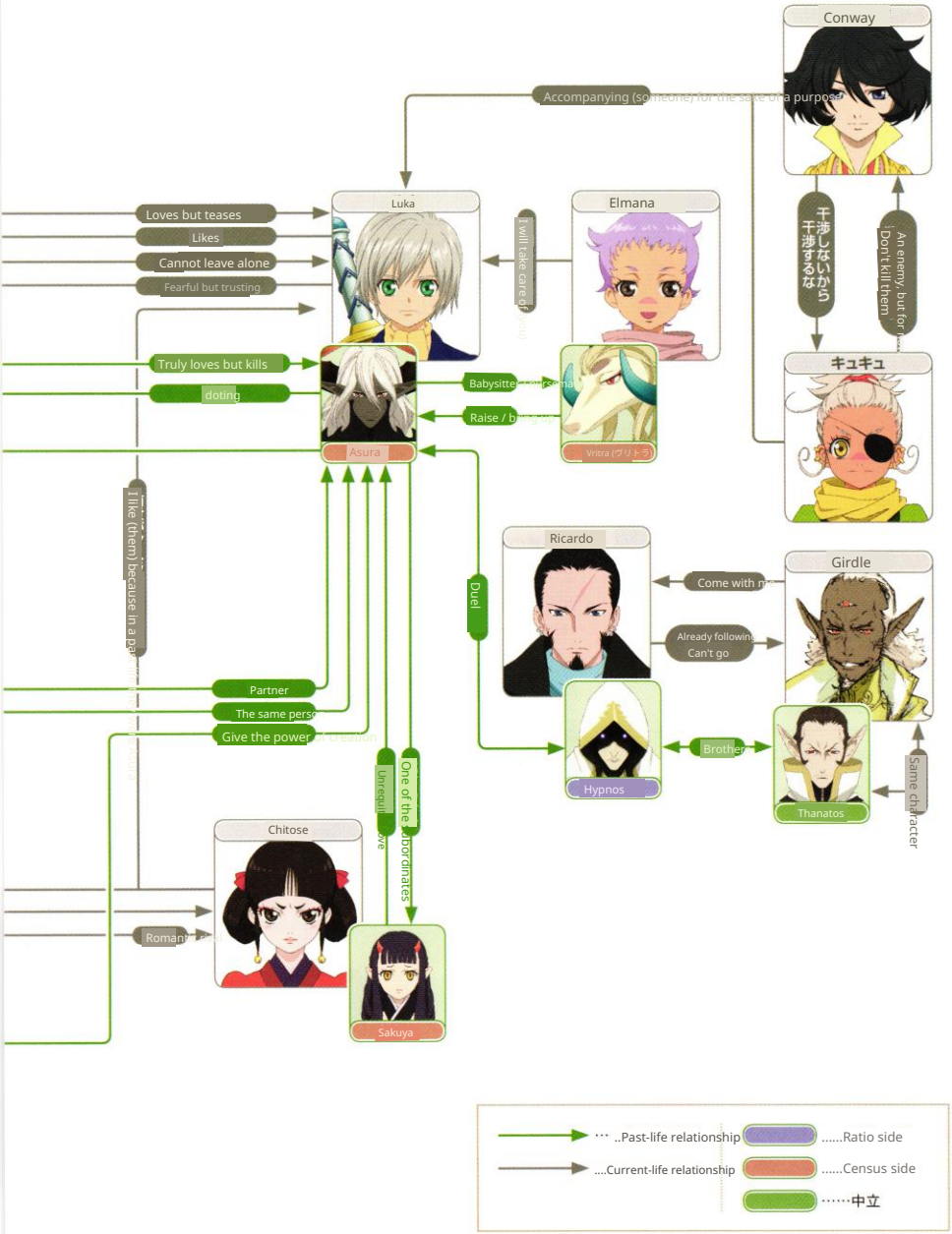
Distortion of time and space in the Forest of Sor

The innermost part of Triverse

Character relationship chart



What were the characters' past lives, which factions did they belong to, and what rel
ationships do they have with other characters? Let's read these from the relationship chart.



Ruka Miruda (Luca Milda)

CV: Akiko Kimura

Age: 15 Sex: Male Height: 168 cm Weight: 56 kg Origin: Royal Capital Regnum

Admiration for his former self

For Luka, who is timid, cowardly, and terrible at socializing, Asura—the persona he sometimes sees in his dreams from a past life—was an object of admiration. The stately bearing, the strength to fell Latio soldiers with a single blow, the confident words and actions... all things he himself lacked. So when Asura's power awakened and he met the reincarnations of Inanna and Durandal, Luka was extremely happy.

Through traveling with his companions, Luka learned that being a reincarnated person was not only a blessing. Even so, his admiration for Asura did not waver; the fact that he "was once Asura" continued to be Luka's anchor.

Parting with the past life

Eventually Luka learned that the destruction of the celestial realm was caused by Asura having killed Inanna. Discovering that Asura was the root of everything and that the past life he had held as absolute was stained by betrayal devastated Luka. As Luka closed himself off with his power running wild, the Asura sleeping within him spoke to him, saying that the bonds he had lost had been reclaimed by Luka. True to those words, his companions welcomed Luka warmly. Regardless of what his past life had been, the bonds with his current companions were built by "Luka." Realizing this, Luka confronted Mattius. He accepted the pain and despair of his former self and declared that they would live together.

Bold Luca

Luca is usually the butt of jokes, but he is not always the one who gets beaten. When Eddie and Nino forced him to buy hot dogs, he thought, "I'll get back at them by putting mustard on them," and on another occasion he surprised Conway by saying, "There are girls who aren't particularly cute, you know..." He might unexpectedly be bold!?

Previous life: Asura

CV: Rikiya Koyama

The strongest warrior who united the Celestial Realm

Asura was raised hearing about the former beauty of the Celestial Realm from his foster mother, the dragon god Vritra. He became a general of Cenus out of a desire to see the world Vritra had described.

Having won a lover named Inanna and, together with his partner Durandal, unified the Celestial Realm, Asura's future should have been radiant... until he was killed by Inanna. His soul was torn apart by the anger and sorrow of being betrayed by both his lover and his friend, and he was reincarnated as two human beings.

Ilia Anīmi (Ilia Animi)

CV: Yuko Sasamoto

Age: 15 Gender: Female Height: 166 cm Weight: 53 kg Origin: Sania Village

The journey to obtain the power of creation

Ilia had been aware of her reincarnated-person abilities since childhood. Because of that, her hometown was attacked by Matias, who sought the power of creation, forcing her into a life on the run. In such circumstances, she could not view her previous life with fondness. Not out of nostalgia for her previous life but to break the current situation, Ilia intends to acquire the power of creation before Matias does. She travels through various regions with people connected to her previous life, like Luca and Spada, gradually regaining memories of that life. Eventually, Ilia began to suffer from unpleasant headaches. Those headaches would come when she was about to recall "something," irritating Ilia, whose nature is not particularly patient.

"I will walk my own life"

At Sky Castle, Ilia learns of her past life's betrayal. Her headaches were caused by her unconscious refusal to recall Inanna's memories of betrayal. Like Luca, Ilia is shocked, but brooding is not in her nature. Her past life and present life are separate. I am not Inanna, and silly Luca is not Asura. Resolving it that way, Ilia waits for Luca's return and awkwardly encourages him in her own words. Then, using the Genesis Power that can only be used by those who love each other, she and Luca achieve the union of heaven and earth that her former self had refused.

Carnivorous woman

Ilia's favorite food is meat. When asked what she wants to eat, she instantly answers "meat." The fact that she says "meat" rather than a dish name is very Ilia. Incidentally, the dishes she is good at are simple ones like cutting and grilling meat. She doesn't like vegetables, but Ilia's vegetable juice is said to be excellent.

Past life: Inanna

CV: Atsuko Tanaka

The goddess tormented, wavering between love and hatred

When her mother, who was also a goddess of fertility like herself, was brutally killed by surface dwellers, hatred toward them took root in Inanna's heart. Even after she came to love Asura, whom she had been supposed to assassinate, she could not erase that hatred. Those who love something intensely also hate something intensely. Harboring a passion so fierce it is hard to imagine from her gentle appearance, Inanna continued to suffer. At last she chose to kill the one she loved most, and thereby lost her own life.

Spada Belforma

CV: Yuji Ueda

Age: 17 Sex: Male Height: 177 cm Weight: 71 kg Origin: Royal Capital Regnum

An aristocrat living as a delinquent

Spada was born into the noble knightly Belforma family, but as th e youngest of seven sons he was raised with little attention from his parents and brothers. Because of that loneliness, Spada began to be have in ways unbefitting a noble, but it was thanks to the old butler Hartmann that he did not completely lose his way. Taught swordsm anship and chivalry by Hartmann, Spada grew into a boy of strong ri ghteousness who would not tolerate injustice. His decision to accom pany Luca and Ilia on their journey arose less from ties to a past life and more from the Belforma family's five precepts of knightly condu ct, especially the principle to "walk the right path rightly."

To become a shield for his friends

However, even Spada could not remain untouched by the ti es of his past life. Seeing Luca gravely wounded by Hasta, Spa da could not help but blurt out, "This time I'll protect Luca." H e understood why he said that when he recalled the moment of his own death. His past self, the holy sword Durandal, had been used when Inanna assassinated Asura. Anger and reg ret filled Spada for the past life that had fulfilled its role "as a sword" and driven Asura to death. He vowed to fight to prote ct his close friend and to accomplish what he once could not. Not as a mere tool, but as Luca's friend. And as a knight.

Lecherous Noble

Spada, like someone his age, is interested in women. He sneaks out of his room at night to tr y to go to the women's quarters, but always fails . At the Garupos hot springs he enters the mixe d bathing, only to be doted on helplessly as the "maiden brother." Even so, his persistence revea ls the size of his ulterior motives.

Past life: Durandal

CV: Yuji Ueda

Asura's friend who devoted himself to being mere equipment

When Asura revealed that she trusted him from the bottom of her heart, Durandal wavered. He knew that someday he would b ecome the tool to kill Asura. How different it would have been if he had been just a soldier of the Sensas. Otherwise, he wished to become a sword without will. Suppressing that anguish and foll owing the belief that "weapons are to be used," Durandal pierce d Asura at Inanna's command. He ended his life broken by Asura , who, knowing the betrayal, was plunged into despair.

Ange Serena

CV: Kaori Nazuka

Age: 20 Sex: Female Height: 158 cm Weight: 52 kg Origin: Holy City Naos

Saint of Naos

Angu's awakening to memories of her past life occurred when she to uched the memory chamber beneath the cathedral. However, because her awakening came late and due to her practical nature, she was not h eavily influenced by her previous life. Even when encountering Luca, Ilia , and others who had ties in their past lives, her stance did not change. Though she felt fear toward the overwhelmingly strong power of her pa st life, the wise Angu never became obsessed with it.

Mistakes and Atonement

Anju had always considered her past life to be just that—H er past life—but after encountering the spirits of Latio in the Remures Marsh she began to believe she must bear the sin s of that previous life. The heaviest sin for her was that she had failed to save the sky god Himmel. As memories of Him mel gradually returned and caused her pain, Anju met Alber t, Himmel's reincarnate. Overcome with remorse, Anju chos e to follow Albert rather than her companions.

If Albert intended to use the Genesis Power by sacrificing hi s own life, she was prepared to follow him. However, Albert p lanned to give his life so that Anju could use the Genesis Pow er. When Anju learned this, she scolded Albert and then realiz ed that sacrificing herself would not atone for things.

Worldly Saint

She secretly eats sweets in the middle of t he night, is the biggest glutton in the party, a nd is worried about being fat (or so she think s), yet hates exercise. Taking items from ene mies seems to be treated as "donations." She is a rather worldly saint, but that is part of h er charm.

Previous life: Oriphiel

CV: Tomokazu Sugita

Ratiō's wise general who worries for the heavens' future

Oriphiel, Ratiō's wise general, served as Himmel's tutor, teach ing him proper conduct and knowledge. Over time a strong bon d formed between them, and to help Himmel, who had been im prisoned by the Senate, Oriphiel betrayed Ratiō. Surviving battle s alongside Asura, he finally returned to Himmel. What awaited him there, however, was a cold and uncommunicative Himmel. Enraged, Himmel slaughtered the Senate and afterward continu ed to regret that he could not save his beloved disciple.

Ricardo Soldato

CV: Hiroaki Hirata

Age: 27 Sex: Male Height: 183 cm Weight: 77 kg Origin: Western country Garam

Longing for His Brother

Ricardo, a reincarnation of the death god Hypnos, survived countless battlefields as a mercenary. Hired by Albert, he reluctantly accepted the job of kidnapping Anju because of the policies he had cultivated over years as a mercenary. However, he was instead hired by Anju and became her bodyguard. Immediately afterward, Ricardo meets Gardle. The moment he sees his face, Ricardo realizes that he is his brother from a past life. Ricardo generally had little interest in his previous life, but his brother Thanatos was different. Hypnos deeply respected his proud and kind-hearted brother, and that feeling remained alive within Ricardo.

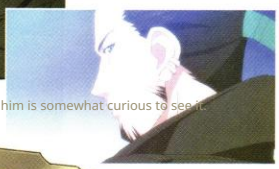
A Mercenary Who Protects Dreams

Is Gardle really the Thanatos he once revered? In order to answer that question, Ricardo followed Gardle and betrayed his comrades. Gardle said he would guarantee Luca and the others' lives. However, he subjected them to a dangerous operation, trying to locate the source of the genesis power. Seeing these behaviors from the brother he once admired, Ricardo makes a decision: this man is not the brother he respected and idolized.

Ricardo rebels against Gardle and returns to Luca and the others. Freed from the curse of his past life that had been the only thing binding him, Ricardo resolves to protect their future so that his companions can freely dream.

Scar on the forehead

When one thinks of a scar on the forehead of a battle-hardened mercenary, it's assumed to have been received on the battlefield, but Ricardo's is different. Long ago he was abandoned by a woman, drowned his sorrows in drink, passed out drunk, and plunged his face straight into a toilet—this is when the scar was made. It's an image now almost impossible to imagine, though part of him is somewhat curious to see it.



Past life: Hypnos

CV: Hiroaki Hirata

A proud Grim Reaper who adores his brother

Hypnos took pride in his role as a Grim Reaper. Therefore, he found it hard to understand why his brother Thanatos loved the people of the surface, abandoned the duties of a Reaper, and left the Heavens. Still, Hypnos adored Thanatos. Even when Thanatos was held accountable for falling from grace and relieved of his duties as a Reaper, Hypnos never uttered a word of resentment. He only wished for his brother's happiness on the surface. No longer a Grim Reaper, Thanatos was sent to the battlefield, where he met his death after a one-on-one duel with Asura.

Ermana Larmo

CV: Yuki Matsuoka

Age: 13 Sex: Female Height: 148 cm Weight: 40 kg Origin: Unknown

Resourceful street child

Elmana was born to traveling merchant parents, but when s he was twelve her parents were killed by bandits, leaving her utterly alone. Elmana accepted that unbearably harsh reality a nd began living as a street child in the royal capital Regnum. S he survived by stealing and spent about a year caring for you nger orphans while scraping by. Then one day she met Luca, w ho had intruded into her stronghold. She accompanied them t o a stalactite cave and regained memories of her past life.

Her past-life self had raised and cherished a son named Asura, and the reincar nation of that son was this frail boy standing before her. Seeing the unreliable Lu ca, Elmana decided to join their journey.

The pain of loneliness

Even the great dragon god Vritra found the loneliness of living al one for thousands of years unbearable. That loneliness resurfaced even after reincarnation in the form of nightmares. After losing her parents, even upon waking from those dreams she remained utterl y alone. Elmana worries about Cyan because she understands the p ain of loneliness better than anyone. She does not want more childr en to feel abandoned. Bearing that resolve and the extraordinary m aternal instincts carried over from her previous life, she will continu e to make lonely orphans into "her children."

Unexpected talent

Having received little formal education, Elma na is poor at studying. She can't reliably recite multiplication tables, yet when she translates c alculations into goods and prices she computes them instantly. Conway posed the question "H ow much are 37 bananas at 17 gald each?" and she answered immediately, "629 gald."

Previous Life > Vritra

CV: Yuki Matsuoka

The mother dragon deity who raised the mighty warrior Asura

The dragon deity Vritra, born of fire, unearthed Asura from the ea rth and raised him into a powerful warrior. She was delighted to see her child achieve the great feat of unifying the heavenly realm and c laim glory. However, Asura perished in exchange with Inanna, and t he heavenly realm was destroyed. Vritra, possessing a tenacious life force, could not die at that time. In the ruined heavenly realm, she e ndured loneliness while awaiting the time of annihilation, earnestly wishing to be reborn on the surface just like Asura.

Kyukyu Seletunewa

CV: Saki Fujita

Age: 18 Gender: Female Height: 160 cm Weight: 50 kg Origin: Unknown

A mysterious archaeologist

She suddenly appeared accompanied by a gigantic monster. Unknown words, strange clothing, and a fighting style as if she had received some kind of training. She called herself Kyukyu and, in halting speech, offered to accompany Luka and his party on their journey. Claiming to be an archaeologist from the same world as Conway who wanted to see this world, Kyukyu observed everything around her with great interest and eagerly listened to the townspeople. Luka and the others failed to notice that her curiosity was focused on weapons and steam engines—things hardly archaeological in nature.

Bearing the Fate of Her Homeland

Kyukyu's primary occupation is not as an archaeologist but as a military officer cadet. In the world she inhabits, conflict is unending, and Kyukyu's country and Conway's country are also at war. Her body is covered in scars because she takes part in harsh battles day after day. For the development of her homeland, and ultimately to secure victory in the war with Conway's country, she risked her life to visit Luka and the others' world to learn about science and technology.

The number of things that can be brought back from another world to one's own is limited. While Conway brings back the souls of Hasta and Chitose, Kyukyu chooses a single flower. Leaving a smile in place of parting words, she returns to her own world.

Kyukyu's Misunderstanding

When Kyukyu hugged Ricardo to express her gratitude, a single remark from Conway caused her to form a certain misunderstanding: namely, that Ricardo is more interested in men than in women. That misunderstanding was never cleared up, and in the end people came to think, "So he can go both ways." She returned to her world still under the misapprehension about Ricardo.

The "Harem" Situation Encountered the situation Kyukyu. The misunderstanding only keeps deepening.

The Hugging 魔

Kyukyu's tribe are proud warriors, and their emotional expressions are straightforward. When happy, they spin around and dance, and when they like someone they try to hug them. Luka, who is not very used to that kind of physical affection, is flustered every time. Spada seemed more like someone who would welcome a hug, but it is rare for Kyukyu to recognize someone's merits enough to hug them.

Ruka desperately runs away. The reason is something Kyukyu still doesn't quite understand. He seems unaware.

Conway Tow

CV: Kenji Nojima

Age: 24 Sex: Male Height: 175 cm Weight: 58 kg Origin: Unknown

A young man who knows everything

Conway knew everything from the beginning. In his world, there were tales related to the world where Luka and the others lived, and Conway was well-versed in those legends. To accomplish his own goal, he set out for the other world despite knowing that none who traveled there ever returned alive. He then waited for Luka and the others to arrive through the rift in time and space.

For Conway, who knew Luka and the others' pasts and futures, the successive events—Ange's rebellion, Ricardo's betrayal, Matias's true identity—were not matters of interest. What he sought were only two "unsaved souls."

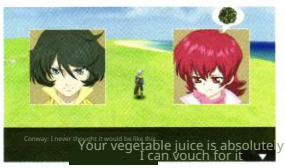
Mysterious Origins

Because of those circumstances, Conway did not try to involve himself actively in Luka and the others' journey. He did not dislike the companions; in fact, he rather liked Luka. However, before the "purpose" he had to fulfill, even that was a trivial matter.

After a long journey, Conway finally obtained what he sought: the souls of "the Spear Assassin" and "the Unfortunate Flower Princess"—Hasta and Chitose. The two souls were sealed within the gemstones called "soul cages" in the palms of his hands. Then Conway quietly vanished from before Luka and the others. He never revealed his true feelings or purpose until the end.

Conway's Likes and Dislikes

Although Conway always appears dry, he actually loves cats. He talks with cats by the windowsill and feeds cats wherever he goes. The cats seem to be fond of him in return. He also hates tomatoes and, when they appear in salads or as garnishes, he has others eat them. This is a cute side shown by Conway, whose origins are unknown.

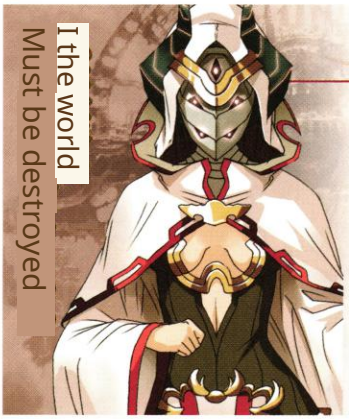


Ilia's Vegetables Juice is also one of his favorite things. For him it is unusual, (the) reverse was tearing apart.

I'm not a woman!

With his handsome features, Conway is often mistaken for a woman. He hates that intensely, and at such times his first-person pronoun becomes "ore," reflecting his anger. When Spada misunderstood him, Conway emitted such murderous intent that he made people tremble. According to Elhanna, who suffered a similar misunderstanding, he had "eyes that could kill a person," and perhaps that is unexpectedly his true nature.

When mistaken for a woman, even his manner of speaking changes. He transforms to the point that Spada is fr



Matthias

CV: Atsuko Tanaka

Age: Unknown Gender: Female Height: Unknown Weight: Unknown Origin: Unknown

The One Who Bears Despair

Matthius, who possessed powerful supernatural abilities and an aberrant appearance, was despised and driven out of his hometown. Hunted by the military aiming to seize that power, he was ultimately forced to cooperate with the Privy Council in exchange for his homeland's safety. However, the Privy Council broke its promise and Matthius's hometown was destroyed. The betrayal he suffered in this life overlapped with betrayals from his past life, plunging Matthius into despair. His former self once dreamed of a world without conflict. In a world where everyone was dead, there would be no more strife. Following the conclusion he had drawn, Matthius sought the power of creation. For him, salvation meant annihilation.

Previous life: Asura

CV: Rikiya Koyama

A tragedy in which one's lover and best friend betray them at the same time

Just before his fervent wish could be fulfilled, Asura was killed, and he learned that the woman he loved most and the partner he trusted above all had betrayed him. That despair and rage were etched deeply into his soul, and he was reborn in the body of a man named Matias. The cursed thought, "If I will lose everything I gain, it would have been better to have had nothing from the start," was directed toward all living things.

Chitose Charma

CV: Rumi Shishido

Age: 18 Sex: Female Height: 160 cm Weight: 47 kg Origin: Ashihara, the Eastern Country

To fulfill her love from a previous life

Chitose wanted to be happy. Although she was born into the nobility of Ashihara, living with the constant threat of submersion was not an easy life. One day, Chitose dreams of her previous life. She is a floral goddess, and the object of her affection is the brave and daring general Asura. She suppressed her feelings and continued to serve, and in the end the love did not come to fruition... That memory made Chitose forget the hardships of her present life. Imagining a romantic scenario in which her unrequited love from a past life would finally be fulfilled, she indulged in that sweetness. What filled Chitose's heart was not affection for Luca, but her intoxication with that vision of herself.

Past Life Sakuya

CV: Rumi Shishido

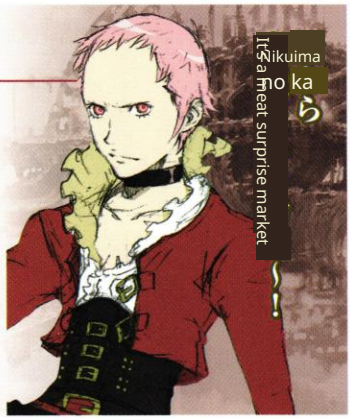
Goddess of the Flower Scattered by a Tragic Love

Saved by Asura on the battlefield, Sakuya falls in love with him. She felt that being able to stay by his side was happiness, and as a soldier she believed she must not wish for anything more. Thus, when Inanna captivated Asura and when Asura spoke of his love for Inanna, she could only endure it in silence. Her suppressed feelings never sublimated and were carried over into the next life.

Hasta Exterm

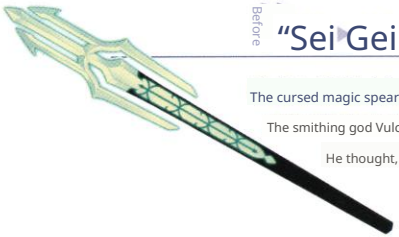
CV: Mitsuaki Madono

Age: 22 Sex: Male Height: 186 cm Weight: 88 kg Origin: Unknown



Mad Slaughterer

Having awakened early, Hasta perfected spearsmanship through his reinc arnate abilities and innate talent. He did not separate his past life from his pr esent one; driven by the murderous desire and destructive impulses within h im, he charged across battlefields and killed many. Though he did not appear to be contemplating anything properly, a smoldering humiliation from havin g lost to Asura in his previous life lingered in his heart. He resorted to under handed means to win because he could not bear to taste bitter defeat. He re peatedly challenged Luka and his companions to battle and eventually died, yet until the end there was nothing in his heart but "to kill."



Before

"Sei Geiborg"

CV: Mitsuaki Madono

The cursed magic spear that brings terror to the battlefield

The smithing god Vulcan said, "If defeating an opponent is what makes a weapon excellent, then it can easily kill the oppon

He thought, "The weapon is excellent." The spear forged with that intent embodied the wielder's spirit

It became a demonic spear that dominated and committed endless slaughter. Defeated by Asura

Gae Bolg breathed his last, vowing revenge in the next life.

Alber Grandiosa cv: Tomokazu Sugita

Age: 20 years old Gender: Male Height: 182 cm Weight: 72 kg Place of origin: Tenos, the Northern Country

To Create a Better World

Albert, an aristocrat of Tenos, decided to use the Genesis Powe r based on memories of his previous life to bring peace to the wor ld. To do so, he needed to sacrifice the life of someone he loved. E ven a flawless young man like Albert found it difficult not to be bo und by the karmic ties of his former life. He selected his mentor fr om that previous life, Orphiel, as the "one he loved most." Howev er, he could not bring himself to kill him. Instead, he resolved to h ave Orphiel's reincarnation, Ange, use his life. With that in mind, A lbert hired mercenaries and instructed them to abduct Ange.

Previous life: Himmel

CV: Kaori Nazuka

The sky god of Latio who possesses a righteous heart

Himmel is the supreme god who supports Latio, yet he was always solitary. For hi m, his tutor Oriphiel was his only and absolute existence. He questioned Latio's ways , and even when he was imprisoned, Himmel never yielded. He believed without dou bt that the "righteous heart" Oriphiel taught him could not be wrong.

Girdle

CV: Norio Wakamoto

Age: Unknown Sex: Male Height: 180 cm Weight: 82 kg Origin: Celestial Realm

Hatred of the Reincarnated

Once a god, Gardle did not retain a human lifespan even after descending to the surface. He witnessed many things: the devastation of the surface world caused by the fall of the Celestial Realm, and reincarnated beings who used supernatural powers to commit evil. Gardle, who had never held the Celestial Realm in high regard, eventually developed a hatred for the Celestial Realm and its inhabitants. He judged them useless to the peace of the surface world. Deciding this, he sought to obtain the power of creation and wipe out the reincarnated. To Gardle, the reincarnated were not surface dwellers. His affections were directed solely toward the surface world and its "pure" inhabitants.

Thanatos

CV: Norio Wakamoto

Death God Who Lived for Love

Thanatos was proud, and too gentle to be a reaper. Questioning a Celestial Realm that required the sacrifice of surface-dwellers' souls, he met a surface-dweller. He loved her and, determined to live with her, abandoned his divine throne and descended to the surface. Then, for an unimaginably long time, he continued to live protecting the surface.

Cyan Tenebro

CV: Miyuki Sawashiro

Age: 13 Sex: Male Height: 162 cm Weight: 50 kg Hometown: Galpos, a southern country

Sorrowful birth

The Cerberus with three heads was reborn split into three beings: two dogs and one human. Because of the abnormality of being born as a dog, Sian was called a cursed child and entrusted to a monastery. There, Sialen killed one of the monks because he attempted to kill the two dogs, Kel and Bero, who had been born together. Banished, Sian wandered until he was taken in by Matheus. Having never experienced kindness from those around him, Sian was instantly drawn to and came to revere the kindness Matheus showed him. He had no way of knowing he was being deceived by Matheus.

Previous life: Cerberus

CV: Miyuki Sawashiro

The solitary guardian who protects the power of creation

Cerberus was obliged to protect the power of creation both in life and after death. In the lonely days when he had to drive away anyone who came, only Asura and Orifiel—who did not challenge Cerberus to battle—were different from the others. After Asura achieved the unification of the celestial realm, Cerberus entrusted the power of creation to him.

Coda

CV: Etsuko Kozakura

Age: Unknown Sex: Male Height: ??? Weight: ??? Origin: Unknown

Seeker of Food

Koda lived in a Myuce village near Sania Village, the birthplace of Ilia. However, he had an appetite worthy of the Myuce people, who are called "embodiments of appetite." For the simple reason of wanting to "eat the world's delicious foods," Koda left Ilia and Sania Village. His gourmet journey did not go as planned, and he often went hungry. Still, Koda did not give up. He staved off hunger by eating things like fruit peels and continued his journey today in search of yet-unseen delicious foods.

Harsh Treatment

Koda is Ilia's pet, but he receives quite harsh treatment. To expose the secret of his body, Conway asked, "Let me dissect you a little," and Ermanna called him "emergency rations." They were meant as jokes, but when Kyukyu wondered about cooking methods—"Should we peel and boil it?"—the danger looming over him felt somewhat real.

To repeat, "kai" is a joke. When Conway says it, it doesn't sound like a joke, though.

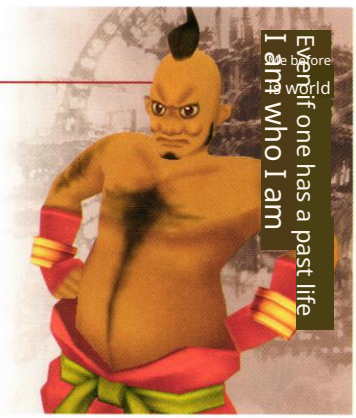
Vulcan

CV: Kohei Fukuhara

Age: Unknown Sex: Male Height: ??? Weight: ??? Place of origin: Unknown

Vulcan from the Myuce Village

Vulcan, a man who runs a blacksmith shop in the Myuce village, was born inheriting the same name and appearance as in his previous life. However, his personality is cheerfully different. In his past life he said he wanted to "escape the wheel of reincarnation," but now reborn he seems to be enjoying his current life more than expected. His skill and mindset as a blacksmith are, as in his previous life, top-notch, and he forges various weapons for Luca and the others. It seems that, in any incarnation, his heartfelt care for weapons remains unchanged.



Former life: Vulcan

CV: Kohei Fukuhara

A blacksmith with the craft of imbuing weapons with a soul

The god of smithing who creates weapons that house a will. He forged many weapons for the wars of the heavenly realm, eventually producing the demonic spear Gáe Bolg. Later he regretted this and was pained to see the weapons he had made fighting one another. Swearing after the creation of the holy sword Durandal that he would make no more weapons, he thereafter ceased forging weapons.

声優インタビュー

We directly approached the voice actors who play
ed the characters! This title re-recorded the voice tracks. After t
hat recording, the main charac- ters who appeared in the DS ve
rsion were also—all the lines—and of course the newly appearing characters, as well as the Nintendo DS (

Role: Luca

Akiko Kimura

Major Works
○ "Rockman EXE" Rockman
Of "LEGEND OF BASARA" Sarasa

— What were your impressions when you heard that "Innocenc
e" would be fully remade? I felt both happy and surprised. I wa
s also astonished by the thickness of the script I received (laug
hs). Because of that, they thoroughly supplemented details mo
re than in the DS version. It was really fun to be able to add voi
ces to skits that had no voice in the DS version due to storage li
mitations. There were also new lines involving new characters,
and the added story was interesting. There were moments like
"This person appears here!," which surprised me. As I read the
lines while recalling the DS version, there were very unexpecte
d developments that shocked me.

— After playing Luca again for the first time in a while, has your impression changed?

The basic parts haven't changed, but compared to the DS versio
n, he actually speaks properly now (laughs). This time, even whe
n meeting someone for the first time, he gives the impression o
f engaging in a proper conversation. In the DS version, Luca alw
ays seemed to be timid and nervous, constantly watching the ot
her person no matter what he did. However, his behavior towar
d his parents and other home-shy traits haven't changed.

— Did you change the way you acted at all? I felt she was a bit more composed inside, so I was conscious of that. However, bein
g a model student with an introverted personality and having diffi
culty interacting with others are important parts of the character
Luca, so I performed while keeping that in mind and balancing it
so I wouldn't forget those aspects. What were your impressi
ons of the new characters Kyukyu and Conway?
—

By the end of recording, Luca's impression of Conway is th
at he is a "mysterious person," but she doesn't read too m
uch into it—she sees him as a "good person" who helps th
eir journey. Kyukyu is the type to express emotions physic
ally; she has a habit of hugging people when happy!? Altho
ugh Luca is uncomfortable with that, she still feels pleased.
However, she finds it embarrassing and awkward, so rega
rding Kyukyu she is more passive than proactively engagin
g. Playing the game and seeing various skits might change
that impression, though.

— One major theme of the game is "one's past life." Mr. Kim
ura, what do you think your own past life was?

I've always wanted to visit Switzerland and the Alps, so perhaps I h
ad some connection to that area. Maybe I was a person who lived in
the mountains or an alpine animal (laughs).

— -Finally, please give a message to the readers.

Since the PlayStation®Vita (hereafter PSVita) version was re-i
magined, the story is portrayed more carefully, and the chara
cters' inner movements and connections to past lives are expl
ored more deeply, so I think you can enjoy parts outside of co
mbat as well. If you played the DS version, comparing those a
spects should be even more fun. It will also be interesting to s
ee how the new characters get involved in the story. There ar
e lots of added elements, so please play and check them out!

Yuko Sasamoto

Role: Ilia

Representa Works
- "Pippi Longstocking" — Hippi
- "Major" — Hana Shimizu

—— How did you feel when you heard that "Innocence" would be fully remade? I was like, "Oh!" (laughs). I was also happy to be able to play Ilia again.

—— After performing Ilia again after a long time, did your impression of her change? Ilia basically hasn't changed. Conversely, Luca, who was a bit of a chick in the DS version, is argumentative from the start this time. On the other hand, the dynamic of Ilia and Spada teasing Luca might have decreased. There used to be moments where the two would say something and Luca would go, "Stop it—" (laughs). However, actually in the DS version they didn't tease Luca that much. When the "Radiant Mythology" series (※) came along, it increased fivefold, tenfold. So when I read this script, I thought again, "They don't tease him that much."

—— People who played "Radiant Mythology" might have that strong impression.

Regarding Ilia in "Radiant Mythology," I was actually afraid of the fans' reaction... Because if someone said the kinds of things Ilia says in everyday life, they'd be ostracized! She's that sharp-tongued (laughs). On the other hand, there's no one as good as Luca.

—— What parts of this work left a strong impression on you?

Jealousy is pretty straightforward too. Also, this time it was revealed that my chest is flat (laughs). According to the settings it's supposed to be a bust 85, but Ermanna and Hasta keep calling me "flat as a cutting board." It feels like there are quite a few more of those everyday conversations in this title.

— -What was your impression of the new characters Kyukyu and Conway?

As for Kyukyu, it was like, "What on earth is this?" Regarding Conway, Ilia seems to be somewhat suspicious of him somewhere. But everyone's ability to adapt to their surroundings is just too high (laughs). If a girl like Kyukyu showed up, I probably wouldn't take her with me (laughs).

—— This work has "one's past life" as a major theme, but Sasamoto-san, what do you think your own past life was? I don't really believe in past lives. When I was a child I used to think, "If I were reborn, I'd become rich and live in a big house..." but as an adult I stopped believing at all. Still, when I think about my hobbies, I guess I must have been Japanese. I'm not interested in foreign countries, and my English is terrible. So, I suppose I was Japanese after all.

—— Lastly, please give a message to the readers. I'm honored that "Innocence" was chosen as the first "Tales of" series title to be released on the PSVita. I'm very happy that the world of "Innocence" is expressed with the beautiful graphics of the new hardware. With Conway and Kyukyu added it has become livelier, and combat is now a four-person party, so I hope those who played the DS version can reset their feelings once and enjoy it as a new "Innocence".

*Refers to the game "Tales of the World: Radiant Mythology," in which characters from the long-running "Tales of" series gather and take on numerous quests. Three titles, 1–3, have been released.

Yuji Ueda

Role: Spada

Major Works
- "Ojarumaru" Kisuke
- "Honey and Clover" Morita Shinobu

—What were your impressions when you heard that "Innocence" would be fully remade? I knew it would be recorded for the new hardware, but I never expected that every single line would be re-recorded (laughs).

—— How did it compare to recording for the DS version?

I think there are two ways to interpret a "remake." One is to see it as an opportunity to deepen the acting and understanding of the content; the other is to think, "We already performed this once..." In this case, the director initially told us, "Forget the DS version for now and perform it as a new drama," and indeed, additional voiced scenes between Spada and Durandal were added, clarifying how past lives affect the present life. For me, it was completely the former.

—— What impression did you originally have of Spada? As we adjusted to the order, it ended up being based on a "created voice," a tone that puts strain on the throat... It felt like trying to maintain the sound narrowed the range of expression. At first I tried to portray him as a realistic teenage delinquent, but that made him sound too mature for the character design, so he ended up in his current form. However, when I shouted the voice would sometimes crack, and even when I wanted to add weight it came off with a childish nuance, which made me somewhat uneasy — is this really okay...? For this title, after the previous game and the drama CDs, Spada has been adjusted in various subtle ways, so fans of the previous game might find him refreshingly different. - You re-recorded the battle voices too, didn't you?

——

Yes. I think they're completely new. Since these are sounds played back instantaneously during battle scenes, it's not just the shouts for the fights — any technique name must be condensed into a very short duration, so it's a tough job.

—— What was your impression of interacting with the new characters Kuku and Conway?

With distinctive members joining, it becomes a new party and I think the balance shifts, so I felt like I was feeling things out as I acted. I hope it comes together well.

—— One of the major themes of this work is "one's past life." Ueda-san, what do you think your own past life was?

I wonder... I'd like to think I lived without causing trouble for others (laughs). For now, since I've been able to do these performing arts in this life, maybe my past life also had those elements.

—— -Finally, please give a message to the readers.

With new characters added, even those who played the DS version can enjoy how the characters' interactions have changed. Please take your time and delve into it.

Kaori Nazuka

Role: Anju

A Representative Work
- "Symphonic Poem Eureka Seven" Eureka
- "Code Geass: Lelouch of the Rebellion" Nunnally

—— What were your impressions when you heard that "Innocence" was being fully remade? Even though it's a remake, new characters appear and it's become a new story. However, there are also nostalgic lines included, so I thought a bit about how to perform them. Should I do it the same as before, or should I change it since some lines have been altered... it was a complicated feeling. The amount of voice work has increased considerably compared to the previous work, and the script is thicker, so recording took a long time. But once recording started, I felt I didn't want to break the image of Anju from the previous work too much.

—— Has your impression changed after playing Anju again after a long time? When we recorded last time, I often played more childlike roles, so I consciously portrayed Anju as a more mature, older-sister type. But recently I've also been cast as older women or characters with a calmer atmosphere, so it was actually harder to bring out the cuteness within Anju's older-sister quality. Maybe I've become older than Anju myself (laughs). How did you feel about the new characters Kyukyu and Conway?

——

Kyukyu is a child with very extreme emotional swings, and Conway gave me the impression of being an older-brother type while remaining mysterious. But since Anju treats people without discrimination, she interacted with them just like with the other companions. I hope the final result weaves together well. I'm really looking forward to it myself. Personally, I thought Kyukyu's lines, being mostly written in katakana, would be tough. I'm not good at reading katakana (laughs). It's hard to see where the line breaks are and the nuances seem difficult. If I had been cast as Kyukyu, I think the recording would have taken an enormous amount of time.

—— One major theme of the work is "one's past life"—what do you think your own past life was?

There was a period when I was really into diving, so I thought I might have been a sea creature. Lately, though, I think maybe I was a cat. Looking at myself, I'm the kind of person who becomes clingy when I want attention, but can be very cold when I want to be alone—such selfish, capricious traits seem catlike. Maybe I became a cat after coming up from the sea (laughs).

—— Finally, please give a message to the readers. Some of you may think, "A remake—won't it just be the same?" but this version adds new characters and episodes and has much more content. It allows you to enjoy the world of "Innocence" even more. Even scenes that are the same have had all their lines re-recorded, and even identical lines sometimes carry different nuances. It might be interesting to compare those parts. And for those who are playing "Innocence" for the first time with this release, I think it will truly be a very long and enjoyable journey. Please take the time to savor each scene.

Hiroaki Hirata

Role: Ricardo

A Representative Work
- "ONE PIECE" Sanji
- "GOD EATER" Amamiya Lindow

—— What were your impressions when you heard that 'Innocence' would be fully remade? I'm happy it's coming out on a new platform. I think it's because the series is popular. Also, opportunities to play a stoic character like Ricardo don't come around often, so I was looking forward to performing him again. However, game recording isn't always done while watching the visuals, there are variations depending on choices, and the amount of dialogue is huge, so I thought the recording process would be tough.

—— What is your impression of Ricardo? He's in his twenties, but he's an old man at heart (laughs). In other works I've sometimes been told, "He's in his twenties, so make him sound a bit younger," but for this recording I didn't think about his age.

—— What are your impressions of the new characters Kyukyu and Conway? Taka?

Conway teased me a lot. In the previous game there weren't many moments like that, but this time I felt he was teased quite a bit. It's rough... seeing Ricardo do slapstick-like stuff. As an actor, it's a fun scene, so I wish it weren't Ricardo sometimes (laughs). Actually, it's probably funny precisely because it's Ricardo, but performing it is tough. In that respect, I feel the new characters helped bring out some aspects of Ricardo's personality.

—— This game has "one's past life" as a major theme—Hirata-san, what do you think your past life was? I like pizza and spaghetti, so I think I was Italian. I think there are quite a few Japanese people who like pizza and spaghetti...

Maybe most Japanese people had past lives as Italians (laughs). Actually, I haven't thought about it seriously, and saying "Italian" is enough for me. If I stop worrying about nationality and think about it... maybe I was closer to nature. I like nature programs on TV and prefer the sea to the mountains. But since animals probably wouldn't make you think "that's nice" from seeing nature, maybe I was some kind of wild man (laughs). I feel I wasn't very civilized.

—— Finally, please give a message to the readers. You'll see sides of Ricardo that didn't appear in the previous game, and other characters also show new facets. With more new characters, new circles form and conflicts occur, bringing out new sides of characters besides Ricardo. The increase in characters doesn't dilute their personalities; it makes them richer, so I hope you enjoy that. Don't just advance the game— the story is solid, and each personality stands out, so focus on those parts and immerse yourself in this world. Also, please don't look at Ricardo with too curious an eye (laughs). His silly moments are optional; at heart he's serious.

Yuki Matsuoka

Role of Ermana

A Representative Work
- "BLEACH" Orihime In
- "The Melancholy of Haruhi Suzumiya" Haruhi Suzumiya

— - How did you feel when you heard that Innocence was being fully remade? I felt deeply moved that I would have the chance to play this role so fully once again. I was also happy that with the change of hardware, many more people would be able to enjoy it. In the previous work, I really liked the interplay with Vritra and the way it intertwined with past lives, so I performed remembering those aspects.

— What impression do you have of Ermana? The person who wrote the lines was a man from Kobe or Shiga, while I'm from Osaka, so there's a nuance difference with the Kansai dialect used by the girl I play. When someone from outside Kansai writes, I often supervise the dialect, but since this time the writer was from Kansai, I performed relatively faithfully to the script. Last time, because of nuance differences, I discussed and changed some parts with the director, but having played the role before I felt I could accept and approach it this time thinking "this is how she speaks." So if you compare with the previous version, the nuance might be slightly different. However, I tried not to change the character's personality. Ermana is an interesting role. She looks boyish, is an orphan, and takes care of other children—such traits would normally make her a tough, tomboyish type, but Ermana speaks in a fairly gentle, easygoing manner. The contrast between her look and her way of speaking makes it fun to play.

— How did you approach differentiating the performance from Vritra?

When performing Vritra, I tried to open my throat wide and resonate with a low tone as much as possible, hoping it would sound like a different person from Ermana. Roles like that of an adult woman don't come up often, so it was a challenge for me. Also, although the setting describes her as an old woman, I didn't want to make her sound overly granny-like... after all, she appears as a dragon. So while aiming for an aura that makes her feel non-human, I also wanted to convey a kind of maternal warmth.

— What impressions did you have of the new characters Kyukyu and Conway?

KyuKyu's scene mimicking Ermana's lines left an impression on me. Ermana is very much in a little-sister–type position, but I thought she might have felt like a sister watching KyuKyu learn words by imitating her, so I performed it that way.

— One of the central themes of the work is "one's past life." Ms. Matsuoka, what do you think your own past life was?

That's a tough one... I hope I wasn't human. If I were an insect, maybe a mosquito; if an animal, perhaps a bat... it seems like something that would live by sucking blood at night (laughs). I have a huge love for animals, but my love for humans is very weak (laughs). So I absolutely don't think I was human in a past life. Finally, please leave a message for the readers.

Of course the main story is great, but the sub-events and skits also feature interactions with new characters and are full of highlights. Please pay particular attention to those parts when you play.

Saki Fujita

Role of Kyukyu

A Representative Work
- "VOCALOID2" Hatsune Miku
- "YuruYuri" Ayano Sugiura

— - As a new character joining this "Innocence R," please tell us your impressions when you were cast.

I have always loved the "Tales of" series, and I was especially a fan of "Tales of Eternia." So first, I was just happy to be involved with this series. Also, coming out into the world as a new character alongside Conway carried great expectations, and I felt I wanted to live up to those expectations.

— —What is your impression of KyuKyu? She comes from another world called Triverse and speaks a language called Triverse that is different from both Japanese and foreign languages. The language doesn't communicate with Luka and the others, so there are many scenes where she speaks Triverse with Conway, who is from an opposing country, but those moments actually reveal KyuKyu's true side. I want everyone to see the gap between KyuKyu when she speaks with Luka and the others and KyuKyu toward Conway. Also, although KyuKyu calls herself an archaeologist, she's actually a soldier. Her mind and body are trained, and she carries a national mission to come into the world of "Innocence," but when she encounters new things, regardless of whether they're from enemies or not, she reacts with surprise like, "There's something like this!?" I treasured that aspect in my performance. And because her speech is clumsy, she becomes overacting, so I projected the words forward as if pushing them out.

— Is it very different from performing in Japanese? It's definitely difficult. But just because it's hard doesn't mean I can give up (laughs). For KyuKyu, Triverse is her native language, so I practiced to be able to speak it as fluently as possible.

— Were there any points you were advised to be careful about in your interactions with L

Because they live in a world different from mine, I thought they would be wary at first, but to my surprise, Kyukyu was the one who adapted on her own. Luka, Ilia, Spada, and Ermana are younger, so it felt like a friendship. She's especially very frank with El. I thought it was cute how she would mimic the words they spoke! But since El comes up with scheming ideas, she sometimes ends up suffering the consequences (laughs). Also, there were many scenes where she would tease Ricardo, and those were fun to perform.

— This work has "one's past life" as a major theme—what do you think Fujita-san's past life was?

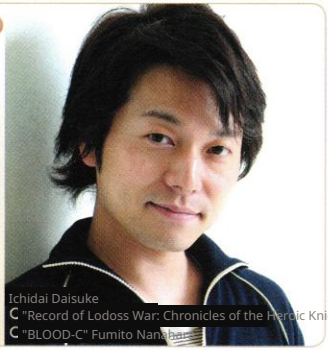
I think she was a dog or a wolf. I have a very good sense of smell (laughs).

— Finally, please give a message to the readers.

As a "Re-ImagINATION" project featuring various new attempts, the real focus is, of course, the new characters. Individual characters Conway and Kyukyu are interesting, but I think their relationship is a particularly fascinating aspect. Watching how they interact with Luka, Ilia, and the others will be a high light. Also, I hope players will add the new characters to their battle party. Some battle voices, including certain special moves, use Tryverse language, so please be sure to listen.

Nojima Kenji

Conway (role)



Ichidai Daisuke
"Record of Lodoss War: Chronicles of the Heroic Knight" Spark
"BLOOD-C" Fumito Nanahara

Otsuka Etsuko

Coda (role)

A Representative Work
• "Sgt. Frog" Private Second Class Tamama
●"I'm Going to Arrest You" Yoriko Nikaido

— Please tell us your impressions when you joined this "Innocence R" as a new character. Since I was entering an already completed work as a new character, I was worried about how well I would fit in. However, during recording I was told, "Rather than seeing this as a port, you can view it as creating a new work," so for me it felt like starting off together with everyone.

— What kind of impression do you have of Conway?

When I first saw the illustrations and setting notes, he gave off a kind atmosphere, yet I felt there might also be a harsh side. When I read the script, there was a portrayal of contradictory traits—gentle manners but cool—which made me wonder how to play him. However, when I actually recorded, it turned out close to my natural way of speaking, and my voice seemed to convey a gentle atmosphere. So for me, portraying him almost as if he were a villain felt like it balanced out. Also, because he doesn't show much emotion outwardly, I had to craft a delicate performance. Even in scenes where everyone else is like "Wow!" he doesn't shout. It was a difficult role where I had to strongly suppress Kenji Nojima's own emotions and convey barely perceptible feelings.

— The battles are performed with that same level of restraint, right?

For the battle voices too, I really held back to the point of not feeling my muscles move. Keeping it cool at all times was the theme of my characterization this time, and it was a new realm for me.

— Were there any notes about your interactions with Luca, Ilia, and the others? At first, even when the lines looked like everyday conversation on the page, he actually speaks with a withdrawn feeling. He gradually warms up to Luca and the others, but still only to a certain extent. As I performed, I grew attached both to the characters and to Luca, and I sometimes delivered lines with a slightly too close intimacy and was told, "That's a bit too close." Because Kyukyu is from the same hometown, there are parts where he shows emotion toward her, and I personally felt a bit relieved to play those moments.

— One of the major themes of the standalone story is "one's past life." What do you think your own past life was? People often say a clergyman—someone serving under a pastor. I'm not that pure of heart, though (laughs). As for a hoped-for past life, I'd say a doctor. There was a time when I wanted to become a doctor in this life, but I don't have the brains or the time, so at least I'd like to think my past life was a physician. Working involving life and death is cool, after all.

— - Finally, please give a message to the readers. I think the way Luca and the others travel with companions toward their goals links to everyday life. Even in our current work, there are fellow actors and staff; it's only with such a party that a work can come together. In "Innocence R," those bonds between people are portrayed with care. Through this work, I hope everyone realizes what is truly important and cherishes it.

— What were your impressions when you heard that "Innocence" was being fully remade? I was really happy. I like the role of Koda, so I was genuinely looking forward to performing him again.

— What kind of impression do you have of Koda? Since the last time, the direction has been to avoid showing strong emotional swings. I performed this time while faithfully keeping to that. However, for some newly added lines the director said, "You can have Koda show a bit more happiness or panic, make it slightly comical," so those parts might be a little more exaggerated than before. It's still exaggerated in Koda's way, so I don't think it's changed so much that it will be shocking (laughs). But I actually felt a bit unsettled by that. At home I practiced with the image of performing in a monotone. Most of the retakes during recording were things like "be a bit more excited" or "be a bit more in peril." In the previous recording sessions I was often told "hold it back," so this time it was the opposite. The balance was difficult, but that made it fun.

— What were your impressions of the new characters Kyukyu and Conway?

With Kyukyu and Conway joining, the party dynamic sometimes got disrupted and then reformed, which expanded the story and made it interesting. However, Koda does not change the way he treats someone based on who they are, so there was no change in how I portrayed him. Personally, I had the image that slightly unusual people had arrived in this world. Especially with Conway, while reading the script I thought he might be harboring something in his heart or plotting something.

— This work has "one's past life" as a major theme—what do you think your own past life was? I like things like that and often have my fortune told. Around three different fortune-tellers have told me I was a nomad in a past life. Maybe a gypsy. They said, "You are better off not staying in one place now," and "You would suffer if your freedom were restricted." Indeed, I don't really like being ordered around, and I'm not good with rigidly set rules... Well, because of this job I suppose I am relatively free (laughs). I thought they were right.

— Finally, please give a message to the readers. Last time it was only Koda, but in "Radiant Mythology 3" a brother named Arda appears, and this time when you visit the Muis tribe's village lots of Koda's companions appear. Please make sure to stop by there. I personally hope that someday there will be a game where Koda and the others are the protagonists (laughs), so if you like the Muis tribe's village, please raise your voice and say, "Please make a game about the Muis tribe's village!"

Theme Song Artist

KOKIA Interview

The theme song of this work, "New Day, New Life," is sung by KOKIA, who also performed the theme song for the DS version "Innocence." She talked at length about the message embedded in the theme song and her feelings toward this work.

Song title: New Day, New Life
Release date: January 25, 2012
Price: ¥1,155 (tax in)
First-print bonus: Original SD character sticker

— How did you feel when you were chosen to handle the theme song for this title?

I participated in the previous work as well, and I take it that my involvement this time was probably because the previous song was well received (laughs). But to speak earnestly, I was truly happy to receive such an offer again. I accepted it with the feeling of "absolutely yes!"

— As it's your second time, did you feel any pressure?

Not really. Last time I thought a lot about how to express the world of "Tales Of" and my own musical world through sound, and as a result a very lovely song was born, so this time it was less pressure and more a feeling of excitement like, "From what angle and what kind of song should I create?"

— What requests did you receive regarding the song's direction?

I was told in advance about the scene where the protagonist wakes up in the morning and opens a window as the setting where the music would be used. I also received other written materials, and knowing that it was the opening and a morning setting made me pay particular attention to the song's intro. I thought carefully about what instruments to start with and how to begin so listeners would feel the morning light coming in. Also, as you can see from the lyrics, this time I wrote the words using the protagonist's first-person perspective "boku" (I). One thing I kept in mind was how to embed in the song those relatable parts that overlap when you place the tie-in work's theme and the protagonist's feelings into our everyday lives. By writing lyrics in that way, I thought listeners would empathize more.

— Is there a phrase that left an impression on you?

The part that says "to live in the now." As I set the title to "New Day New Life," I put a strong feeling into the song of "to survive today." Also, the lines "the important things make each other shine, making this moment ever more precious" and "morning will surely come. At the end of the courage to believe" stand out. Even in our daily lives there are many things that happen, but I think the desire to join forces and move forward together is a universally recurring theme in any era. I hoped we could express that within the world of "Innocence R."

— Do you have any memories or episodes from the time of composing?

Unusually for a KOKIA song, I was able to write an up-tempo piece. I usually write more mid-tempo songs. The emergence of a song with this kind of tempo felt like something unique to the collaboration between the tie-in work and me. By the way, the coupling track to "New Day, New Life," titled "life~響きの生命~" (life ~ Resonance of Life~), was a song I was given the freedom to create however I wanted. For me, while the previous song "Follow the Nightingale" was a multilayered piece with stacked vocals, "New Day, New Life" used a more straightforward approach. To give people who liked the previous work an exciting feeling of "Yes!", I expressed the sonic world in "life ~響きの生命~" using multilayering.

— Is there a character in this work who interests you?

I wrote the song from Luka's perspective, so it's definitely Luka. He is usually timid, but brave when it matters... you tend to feel more affinity toward someone like that than toward someone who is always perfect.

— Finally, please give a message to the readers.

Once again, I poured my best effort into writing songs to further enliven the world of "Innocence R" in the form of sound. I sincerely hope everyone will listen. I believe many people have come to know KOKIA through this game, and I would be happy if this leads them to listen to KOKIA's other songs.

"Tales of Innocence R"

Developer Team Interview

Why was "Tales of Innocence" revived on a new hardware platform? We posed that question to the development staff, including the original creator and producer Odate.

Reason for the creation of new characters

—— Why was "Tales of Innocence R" (hereafter Innocence R) chosen as the first "Tales of" title for the PlayStation® Vita (hereafter Vita)? What was the process leading up to that decision?

Odate: I thought we had completed Tales of Innocence (hereafter the original version), but I felt there was still more we could do with character expression, and I hoped that at some opportunity we could rebuild and release it. The trigger was the discussion about releasing a Tales of series on the Vita.

—— What did you pay attention to during production? Murakita: We aimed to keep the good aspects of the original version while incorporating elements that have been well received in recent Tales of series, such as added animation. The decision to have four playable characters in battle was influenced by recent titles like Tales of Xillia, which featured four-person parties. However, that raised concerns that having six companions would be insufficient...

—— Please tell us about any difficulties when adding new characters.

Murakita: It was difficult to add characters while keeping the original scenario intact. We worried that, after adding characters, they might not have opportunities to shine... Therefore, we asked the scenario writer to preserve the core parts of the scenario while making the story such that the new characters could be integrated smoothly.

Tate: We avoid using the word "remake" and prefer to use "re-imagination." The idea is to deconstruct what existed in the original version and make its good parts even better. So we gave the scenario writer freedom to write. As a result, the order and main storyline haven't changed, but the timing of when the new characters enter feels very satisfying from the writer's perspective. Aoki: On the combat side, since the new characters are set as coming from another world, we thought to do something special. For Conway, we started from the idea that he probably couldn't use the "Celestial Arts" present in Luca and others' world; instead he uses techniques unique to his own world, and furthermore he has a genius ability to learn and use an enemy's technique after receiving it once. As for KyuKyu, I can't go into details, but in consideration of the setting we added special effects to several of her skills. After using these skills and then attacking...

If you attack after using it, the damage increases significantly, or using this skill changes the way that Kyukyu and ...or you stop being knocked back. I think both of them bec ome interesting characters to use.

Odate: We had quite a dispute over how strong to make the n ew characters. We concluded that, for users to actually use th e new characters, they needed to be made strong.

Aoki: I thought they might be a little too strong, but players have emotional attachments to the original-version charact ers and tend to use them more. So we discussed that even with four characters in battle, there might be no room for th e new characters. We therefore clearly divided roles: KyuKyu specialized in close combat, and Conway specialized as a ba ck-line fighter. KyuKyu was adjusted to be easy for players to control and I think players will find her fun to use. Conway, b eing a back-line character, may feel harder to use, but he is e xtremely powerful.

Conway Fujiwara learns techniques when hit by enemy atta cks, so you want to put him into battle. Kukyu, on the other hand, joins later in the game, and being teased like that ma kes you want to use her. Both make you want to put them i nto combat, so I think it was a good balance.

—— Was the timing of the two characters joining the party decided in relation to those combat considerations?

Aoki: Yes. I wanted to have Conway join the party as early as p ossible. Kyukyu may have been added too late... But from a sc enario perspective, if he had joined any earlier, it would have b een difficult for him to get along with Luca, so that timing was necessary.

—— How did you commission the design of the new character from Mr. Inomata?

Odate: As always, when asking Mr. Inomata to do character d esigns, the minimum things we had to cover were the charac ter's background and an outline of the scenario. Also the we apon. So I think we always proceeded in person covering tho se three things: background, personality, and weapon. Wh —— en were the illustrations and costumes for the new char acters decided?

When the scenario for the north village had been fleshed out to some extent and the combat style was becoming settled, w e asked Mr. Inomata for help. At that time, we told him, "The characters and the world they live in are different from the ori ginal version, so their clothing doesn't need to be similar." For Kyukyu, I mentioned things like having wounds all over the b ody and wearing tattered clothes. I also talked about how the valuables she wears are because she's actually a traveler from another world, selling them off little by little to fund her journ ey. As for Conway, I specifically asked that something like a le ns be fitted to his hand. He wouldn't say what it was, so we di dn't know either, but Conway calls it the "cage of the soul."

—— The lyrics that Kyukyu and Conway speak at that time Have you decided on the language as well?

Murakita: No, that happened to be something the scenario writer created. It used the same method as the original vers ion's theme song "Follow the Nightingale": it was KOKIA lan guage written in romaji and meant to be read backwards. S o if you write it down and read it in reverse, you can general ly understand it. During recording I thought, "The voice act ors must have had a hard time," but Fujita, who played Kyu kyu, apparently practiced a lot and became able to read an d write it himself. On the other hand, Nojima, who played C onway, struggled with it the whole time (laughs).

A system that anyone can enjoy

—— In terms of systems, some new elements such as Styles and Ra ve were added, while others like weapon customization were remove d—how were these inclusions and exclusions decided?

Odate: I spoke with Yoda, who had been the director of "T ales of Versus," about customizing only the combat. What came out of that conversation was the Rave system. At fir st it was conceived as "the more you fight, the higher you r tension rises." That idea became the basis for the curren t Rave gauge concept. Also, something I kept repeating w as the speed of the motions. The original version's motion is the fastest in the "Tales of" series. I wanted to preserve the original version's DNA—its sense of combat speed an d responsiveness that had been praised—in "Innocence R " as well. Thanks to repeated adjustments, I think we man aged to achieve something that is well regarded.

Murikita: We designed weapon customization so players co uld enjoy more freedom. However, with a customization sy stem, changing weapons would force players to start leveli ng them from scratch each time, so as we considered how t o increase flexibility, we arrived at a system of freely equip pable abilities. Odate: Even then, we were mindful of the or iginal version's setting that any character could serve in eit her the front or the back line. Also, for people encounterin g the "Tales of" series for the first time, we were careful to keep the system as simple as possible. Instead of making t hings harder to understand by having similar systems—skil ls on weapons and techniques, and then skills in character growth—we aimed for a clearer design. I think that becam e the current form of Innocence R. Aoki: The maps we re revamped and many new dungeons were added—how d id you decide on their number and such? The main reason was that we wanted to take time to portray the characters carefully, so we increased maps and dungeons. Adding the initial Fulfi Forest was for that same reason.

Yes. We decided to clearly depict Luca awakening to Asura's power, and then carefully show him gradually meeting Ilia and Sparda from there.

Odate: I asked them to put traps/mechanisms into the map.
Fujiwara: We were also very particular about the gimmicks. Solving them is fun, and I think we managed to create something enjoyable no matter how many times you play. Also, we always place treasure chests or the like at dead ends.

Aoki: Mr. Ōdate was particular about ensuring there were no meaningless areas on the map as much as possible, so it turned out that way. Also, for areas related to mechanisms, skits will occur. When you fail to solve them, they give you hints, so even if you know the answer, deliberately failing can be fun.

—— Have any parts been changed regarding the characters?

Fujiwara I was very conscious of wanting to keep the original version's characterizations intact while expressing what they expand into in that extension. So, basically, they're the same. However, Spada and Ilia left a strong impression in the original version of being harsh toward Luca, making them seem like tough characters, which bothered me. In Innocence R, we increased the number of their lines and skits to have them speak in a softer, more approachable way.

Murakita — I was careful about that when creating the scenario. Ilia has had a constant headache, and that softens the part where she takes it out on Luca.

Ōdate: In series like "Radiant Mythology," the relationships with Luka, Ilia, and Spada gradually changed, or rather, became overly characteristic. When you try to make players grasp a character in a short time, the traits come out too strongly. As a result, Ilia sometimes appeared a bit unpleasant, so this time we decided to take ample time to express the characters' feelings and thoughts.

—— Why did you eliminate the ending branches based on Kizuna values that were in the original version?

Murakita: When I thought about what "Innocence R" is, I thought it was a story about the growth of Luca and Ilia. So I thought we should only have one ending. I thought that the world should be restored because Luca and Ilia used the power of creation, and that's how it is now.

Aoki: Since the ending branches are gone, I made it so you can see what the characters think of each other on the status screen. There are also some little stories in there, so I hope you'll check them out.

Particular Combat System

—— Are there any particular points you focused on in the combat system? Where is it?

Aoki: It's the bounce. Mr. Odate told me that he definitely wanted to include it. At first, we were aiming for a fighting game-like battle, but we went a little too far, and after adjusting it, we settled on the current form. From there, Mr. Odate ordered us to bounce the enemy and float them to connect combos, so we added it suddenly from about the middle of development. Thanks to that, the exhilaration of the battle has increased. Also, we thought that the aerial combo was the main focus in the original version, so we should protect that this time as well, so we made it possible to launch and connect combos. If you set the ability, you can connect combos with various characters.

Fujiwara: In battle, I was particular about making all characters enjoyable to use. I asked them to add features so that people wouldn't just use Luca and stop using other characters.

Odate: I had Fujiwara adjust the style quite a bit. The position of the abilities is different for each character, but I kept telling him to make sure that individuality comes out as much as possible. Fujiwara probably has the best sense of what people who actually play the game feel, and I think that sense is reflected in the game. When I actually played the finished product, I realized that this was the intention. So, as you learn abilities, the characters naturally grow.
Murakita: This was Fujiwara's first time producing a "Tales of" series, so I had him take advantage of that. This time, because it's on Vita, I think there are people who are playing the "Tales of" series for the first time, so I asked him to focus on that. Direct inter for the first time

Bandai Namco Games
Producer
Takashi Odate
"Tales of Innocence" The creator. In this work, he is responsible for promotion and steering the production site.

Bandai Namco Games
Producer
Mika Murakita
The producer of this work. The overall production, including the product overview and interactions with the development staff.

I don't think people will understand it if you just call it the "Action Linear Motion Battle System" (the battle system of "Innocence R"). I asked that it be designed so newcomers can enjoy it. Fujihara: I paid a lot of attention to first-time players. I wanted beginners to be able to clear the game properly while playing, and as they gradually understand it and want to get more involved, there should be a solid, deep system in place. I hoped to create a progression that allows newcomers to dive deeper into the game.

Full of sub-events and skits

—— The skits, sub-events, and other optional content also have an impressive amount of volume, don't they?

Aoki: For that part we more or less left it up to the staff — if someone said, "We want to include this," the response was "Then go ahead and make it." Because they were given that freedom, some interesting events were created. Regarding the skits, we wanted to give a reason to stay at inns, and it was also due to Odate's insistence that "if you're adventuring, you'll need inns." So there are skits that reflect the characteristics of each lodging.

—— Please tell us about the difficulties you faced and the things that left an impression while creating sub-events and skits.

Murakita: I really struggled with the sub-event "Hidden Power" (p.280) from start to finish... I said, "Let me think about it," and spent about a week thinking on my own but couldn't come up with an answer. While asking staff who work on other "Tales of" series, design proposals started to come up (laughs). I decided that if we had them, we should go ahead. The recording was also a recording we were particular about. Aoki: We don't usually do many retakes during recording, but for that we did several retakes. I felt it shouldn't be too much like a little girl, but still needed to sound cute.

Murakita: Finding the right balance was difficult. We went back and forth a lot—thinking "this is definitely no good" or "shouldn't it be a bit cuter?" As a result, this may be the most elaborately handled of all the sub-events (laughs).

—— Speaking of sub-events, regarding the arena: this time Mira from "Tales of Xillia" and Kohaku and Hisui from "Tales of Hearts" appear—what criteria were used to select them? Murakita: Mira is a character from the latest title, so we included her. Kohaku and Hisui—after discussing it, for some reason we ended up deciding "those two," (laughs).

Aoki: We wanted to do a party battle, and when thinking of a two-person pairing that wouldn't feel out of place, we thought these two fit and chose them.

—— Is there any connection between choosing "Tales of Hearts," a title originally released on Nintendo DS like the original version, and the phrase shown at the ending "to be continued next Re-imagination"? Odate: As far as I can say without causing issues, it is related to a great ambition (laughs). I can't say more about it right now, though.

Murakita: We really couldn't decide until the end whether "to be continued next Re-imagination" was truly okay. Fujiwara: We wondered, "Is it okay not to use 'the end'?"

Take your time and enjoy it until the very end.

—— Finally, please give a message to the readers. Aoki: The staff put a lot of love into creating the events and characters, so we'd be happy if you really enjoy them. We also put a lot of care into tuning the battles, so we'd be pleased if you play through and clear it on Unknown difficulty.

Fujiwara: I think this time Innocence R has been crafted very carefully, so that anyone can play it. I hope even those playing the Tales of series for the first time will enjoy it from beginning to end.

Murakita: This time we paid attention so that both those who played the original version and those who haven't can enjoy it. I think people who have played the console Tales of games and want a more casual experience on a handheld will enjoy it, and those who want to dive deep will find the volume substantial enough, so I hope everyone will have fun. For those who played the original version, I hope you'll also notice the differences.

Odate: Innocence R was released around the same time as the Vita version, but it wasn't made in a short period. The specifications have been refined down to the smallest details, and the content was adjusted over a long time, so I hope players will take their time enjoying it.

Bandai Namco Games
Assistant Director
Nozomi Fujiwara
In Innocence R, responsible for development progress management and for checking the expression and staging of scenarios and events.

Seventh Code
Director
Yasumi Aoki
Development director overseeing the entire game. Checked the game's overall specifications and quality.

Mutsumi Inomata illustration

▼Luca

▼Ilia

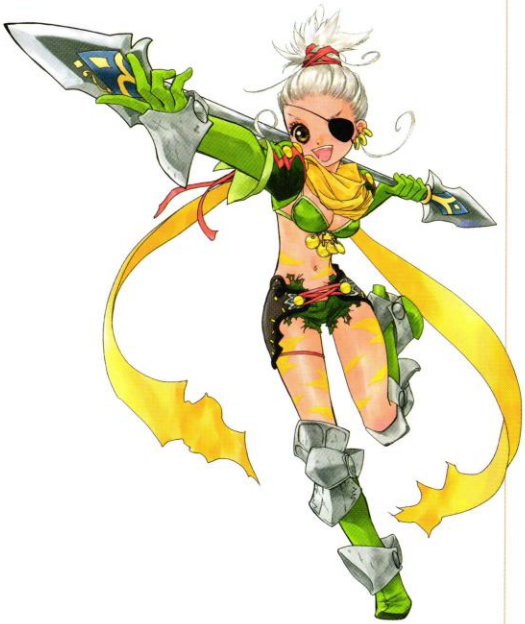
▼Spada

▼Ange

▼Ricardo

▼Ermana

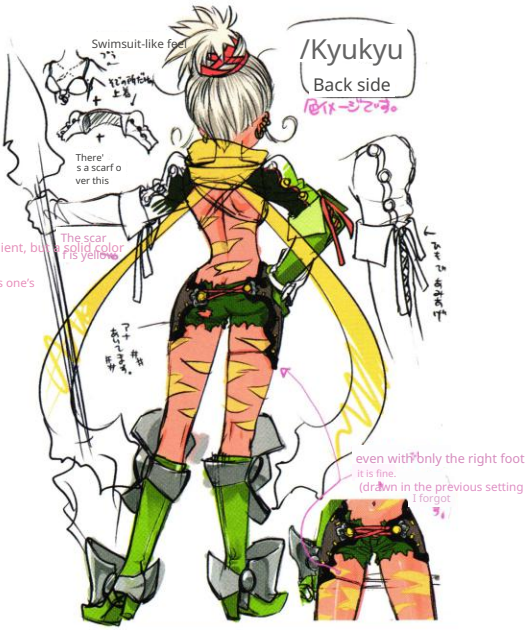
▼Kyukyu



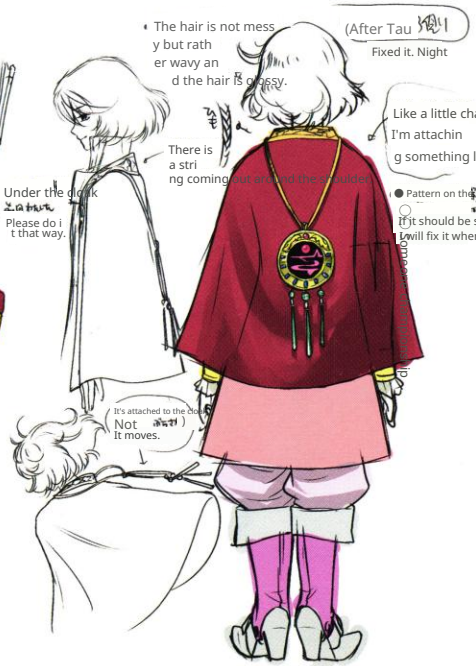
▼Conway

Mutsumi Inomata rough illustration

▼Kyukyu



▼Conway



Status illustration

▼Luca

▼Ilia

▼Spada

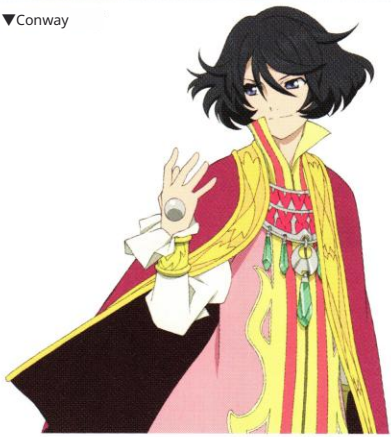
▼Ange

▼Ricardo

▼Ermana

▼Kyukyu

▼Conway



Skits illustration

▼ Luca

▼ Ilia

▼Spada

▼ Anju

▼ Ricardo

▼Gong'er again yīng

▼ キュキュ

▼ コンウェイ

▼ Asura

▼ Durandal

▼ Oriphiel

▼Hypnos

▼ Vritra

▼ Koda

▼ Chitose

▼Hasta

▼ Inanna

▼ Albert

▼ Cyan

▼ Sakuya

▼Himmel

▼ Thanatos

▼Cerberus

▼Hartmann

Secret Art Cut-in Illustration

▼ Luca "Crimson Flame Roaring Conqueror Slash"

"Now! The flame of the seasoned arrow that rules the land! Crimson Flame Sage Conqueror Slash!"

▼Luca "Demon Lord Scorching Extermination Blade"

"This is the end!

"A sign of the ruler who governs the heavens! Demon Lord Annihilation Blade!"

▼ Ilia "Absolute Zero"

"Prepare yourself!"

"Washed one, sleep forever within the ice prison!

Absolute Zero!"

▼ Ilia "RV Wish"

"Here I go! To the eternal foundation, vanish into nothingness!

Ruind Pain Wish!"

▼Spada "Beast Emperor Lightning Swift Sword"

"Prepare yourself!

Charging through like a flash of thunder! Beast Emperor Lightning Swift Sword!"

▼Spada "Divine Burst Flash Slash"

"Take this! Heaven and earth, the sky... subdue all!

I won't done yet! Divine Burst Flash Slash!"

▼Ange "Holy Wing Radiant Judgment"

"I'll finish this in one go! The holy light raining down from the heavens.....

Purge! Holy Wing Radiant Judgment!"

▼Ange "Phoenix Wing Fiery Heaven Soar"

"Here I go — hit me!"

Wings that return to the heavens for you... Phoenix Wing: Radiant Celestial Soar!

▼Ricardo "Phantom Call"

"This is the finishing blow! Fall into the Abyss! Phantom Call!
Sweet dreams!"

▼Ricardo "E Tragedy"

"Good Afternife: Endless Tragedy!"

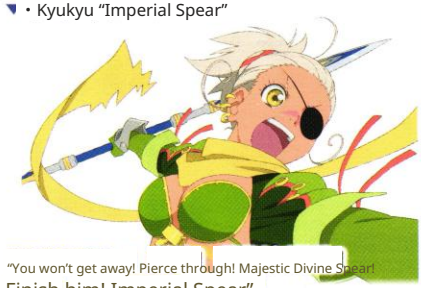
▼Ermana "Ryuga Tenketsu Sen"

"Prepare yourself!"
Grit your teeth! Ryuga Point University!

▼Ermana "Holy Dragon Heaven-Crushing Fury"

"I'll put it away."
"It's insanely massive! Holy Dragon's Sky-Crushing Fury!"

▼・Kyukyu "Imperial Spear"



"You won't get away! Pierce through! Majestic Divine Spear!
Finish him! Imperial Spear"

▼Kyukyu "Infinite Rondo"

"This will decide it!"
"I'll show you Kyukyu's true strength!
Be blown away! Infinite Rod"

▼Conway "Silent End"

"Let's end this... The devouring of the blighted interval,
The oblivion's finale! Silent End!"

▼Conway "Innumerum Arts"

"There! O sword of impermanence without light that pours down....
Embrace endless despair and sever the cycle of reincarnation!
Innumerum Arts!"

▼Matthias "Demon King Absolute Funeral Formation"

May all return to nothingness! Take this! "Demon King Absolute Funeral Formation"

▼The Conqueror Bearing Despair "Demon King World-Destroying Blade"

"Demon King World-Destroying Blade" The sword of the ruler who governs the heavens!

▼Chitose "Mortal Shadow"

"Haaah... I'll obtain it... even if I lose everything! Mortal Shadow!"

▼Hasta "Rengura-satsu Spear"

I dedicate this song to my family and myself! Here I go—! Rengura Setsu Spear'"

▼Albert "P. Permit"

"Decided! I will carve out the future with these hands of mine!" Punishment Permit!"

▼Gurdle "Eicht Schwarz"

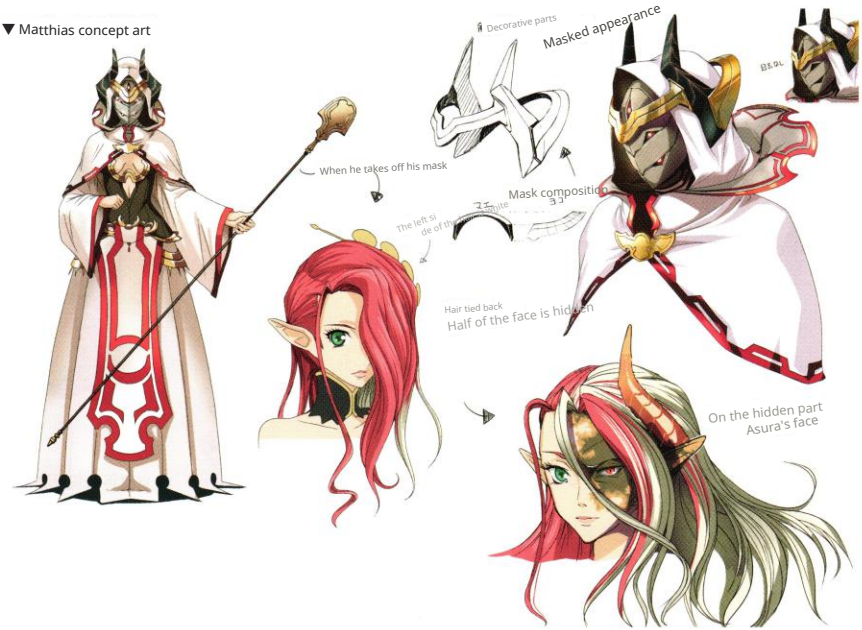
"I'll give you death... Eicht Schwarz!"

▼ Cyan "B-Impact"

"Don't make a fool of me—Bloody Impact!"

Other concept art and rough illustrations

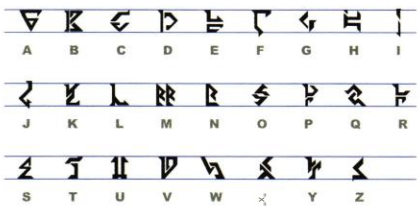
▼Matthias concept art



▼Matuisurafu illustration

▼Concept art of the overlord bearing despair

▼Triverse script



▼ "Unreliable Knight" Rough

▼ "Magical Girl" Rough

▼ "Prince of the Sea" Rough

▼ Unused Costume Rough

▼ Unused Costume Rough

▼ "Schoolgirl" Rough

▼ "Bad Girl" Rough

▼ Unused Costume Rough

▼ "Perverted Great Demon King" Rough

▼ "Noble Overflowing with Elegance" Rough

▼ Unused Costume Rough

▼ Unused Costume Rough

▼ "Scolding Maid" Rough

▼ "Yamato Nadeshiko" Rough

▼ Unused Costume Rough

▼ "Wolf Wearing Rabbit Ears" Rough

▼ "Black Guard" Rough

▼ "Man of the Sea" Rough

▼ "Gothic Lolita Girl" Rough

▼ "Cat-eared Girl" Rough

▼ Unused Costume Rough

▼ Unused Costume Rough

▼ "Cute Bunny" Rough

▼ "The Goddess Who Descended on the Sandy Beach" Rough

▼ Unused Costume Rough

▼ "Diver Youth" Rough

▼ "Evil Cat Tamer" Rough

▼ Unused Costume Rough

Index

Alphabet

AP System 012
CP System 012
DLC System 052
E Tragedy Arts/Skills 095
G Bonus System 013
M Arts Erase Arts/Skills 120
N·G Weapons 338
RV Wish Arts/Skills 071

Row A

Earth Grieve Weapons 338
Earth Mantle Accessory 343
Armet Helm Armor Head 341
Iron Guard Armor Body 339
Iron Circlet Armor Head 341
Iron Sallet Armor Head 341
Iron Sword Weapon 335
Iron Mail Armor - Body 339
Ice Coffin Weapons 335
Ice Needle (Ilia) Arts/Skills 068
Ice Needle (Conway) Arts/Skills 117
Aifired Hat Armor Head 342
Ayn Alhai Weapons 337
Qiushayu Arts/Skills 078
Aqua Vestiti Armor - Body 339
Aquadingen Weapons 338
Aqua Bullet Arts/Skills 070
Aquamarine Accessory 343
Aqua Mantle Accessory 343
Acceler Blow Arts/Skills 109
Acro Bullet Arts/Skills 069
Assault Rifle Weapons 337
Asclepius Weapons 338
Astion Arts/Skills 116
Azoth Weapons 336
Attack Ring Accessory 343
Apple Gummy Items 334
Athena Weapons 338
Anahita Weapons 338
Ability System 012
Aps Weapons 337
Absolute Zero Arts/Skills 071
Absolutely Defensive Unit 339
Amulet Accessory 343
Amethyst Accessory 343
Artisan Barrel Weapons 337
Arunail Weapons 337
Arnas Line Weapons 337
Alexandrite Accessory 343
Anti-Magic Arts/Skills 084
Anticonostro Armor Head 342
Amber Robe Defense Item 340
Evil Sword Weapons 335
Yellow Kings Weapons 338
Yellow Talisman Accessory 343
Squid Ingredients 344
Rage Attack System 040
Alien Pole Crystal Valuables 345
Israfil Weapons 337
Strawberry Food Ingredients 344
Move System 033
Indignation Arts/Skills 118
Impact Shot Arts/Skills 094
Infinite Rondo Arts/Skills 110
Inferno Sword Weapons 335
Embrace End (Ilia) Arts/Skills 068
Embrace End (Conway) Arts/Skills 117
Imperial Spear Arts/Skills 110
Imperial Guard Defensive Unit 339
Vermilion Armor — Body 340

Varna Weapons 335
Weird Ribbon Armor Head 342
Week Check Accessory 343
Weakness Charm Accessory 343
Weak Bottle Items 334
Wizard Hat Armor - Head 342
Wind Cutter (Ilia) Arts/Skills 068
Wind Cutter (Conway) Arts/Skills 117
Wind Dagger Weapons 336
Wind Mantle Accessory 343
Windmill Weapons 338
Wind Rapier Weapons 336
Vento Armatura Armor - Body 339
Vopal Blade Weapons 336
Warlock Robe Armor - Body 340
Guard System 037
Launch System 038
Aerial Rush Arts/Skills 109
Aeromag Weapons 335
Ewigschwarz (Evihe/ Evi's Black? — Akept as Ewigschwarz) Weapons 339
Excalibur Weapons 335
Explode (Conway) Arts/Skills 116
Explode (Luca) Arts/Skills 060
Eclipse Circle Armor Head 341
Eddy's Sword Weapons 335
Shrimp Ingredients 344
Elixir Items 334
Elder Robe Armor · Body 340
Elemental Crest Armor Head 341
Elemental Cloak Armor Body 340
Elemental Ribbon Armor Head 342
Encounter System 028
Angel Arm Weapon 337
Ancient Clothes Armor Head 342
Auto System 032
Auto Guard System 037
Haute Couture Armor 339
Auto-Ma Custom Weapons 335
Automag Weapons 335
Overlimits System 043
Overlimits Gauge System 043
All Divide Items 334
Osafune Weapons 336
Odigo Desmos Weapons 338
Oden Weapons 337
Opal Accessory 343
Obsidian Weapons 335
Oriental Crest Armor Head 341
Oriental Blade Weapons 336
Orange Gummy Items 334
Orange Ribbon Armor Head 342
Orochi Weapon 336

Strive

Guard System 037
Guard Counter System 040
Guard Shotel Weapons 336
Garnet Accessory 343
Galun Fragment Weapons 338
Skeletal Mask Armor Head 341
Kaiser Fist Weapons 337
Rotating Blade Arts/Skills 077
Cowboy Hat Armor — Head 342
Flame Gauntlet Weapons 337
Kagutsuchi Weapons 336
Ga Jarlg Weapons 338
Casual Jacket Armor 339
Gusty Spear Weapons 338
Hairband Armor Head 341
Fanged Thrust Arts/Skills 085
Fanged Soaring Strike Arts/Skills 086

Gatling Evil Arts/Skills 094
Ganarl Shinta Armor Head 342
Chamomile Tool 334
Caladbolg Weapons 337
Waryō Claw Arts/Skills 100
Fang Drain Arts/Skills 086
Kanzashi (hairpin) Armor Head 342
Memory Array System 007
Radiant Sword Israfil Weapons 337
Righteous Soaring Flash Arts/Skills 061
Bond Value System 011
Stun System 039
Valuables System 009
Mushroom Ingredients 344
Basic Actions System 048
Captain Hat Armor Head 342
Cabbage Ingredients 344
Cure (Anju) Arts/Skills 084
Cure (Ilia) Arts/Skills 068
Cure Bottle Items 334
Religious Order-Issued Dagger Weapons 336
Golden Branches Weapons 338
Silver Star Gem Valuables 345
Golden Merchant Statue Valuables 345
Silver Merchant Statue Valuables 345
Quick Worker Weapons 335
Air Raid Arts/Skills 085
Air Raid Flash Shō Arts/Skills 086
Air Break Pursuit Arts/Skills 076
Air Break Special Attack Arts/Skills 078
Gungnir Weapons 338
Spiked Bat Weapons 335
Krausoras Weapons 337
Clownery Armor - Body 340
Gravity Arts/Technique 117
Grand Cross (Ange) Arts/Skills 085
Grand Cross (Conway) Arts/Skills 119
Grand Dasher (Conway) Arts/Skills 117
Grand Dasher (Ricardo) Arts/Skills 092
Grand Buster Weapons 336
Green Beret Armor — Head 342
Green Ribbon Armor Head 342
Critical System 038
Grimwear Defensive Unit 340
Grim Sword Weapons 335
Crimson Spear Weapons 338
Crimson Flare Arts/Skills 116
Grim Robe Defense Item 340
Cruiro Shlem Armor Head 341
Clay Sword Weapons 335
Grade System 031
Grade Shop System 007
Great Sword Weapons 335
Crescent Blade Weapons 336
Crimson Lotus Sword Arts/Skills 062
Crimson Lotus Gemstone Valuables 345
Chrona Symbol Accessory 343
Cross Wind (Ilia) Arts/Skills 069
Cross Wind (Conway) Arts/Skills 118
Cross Helm Armor Head 341
Chronos Weapons 337
Glorious Sword Weapons 335
Glorious Helm Armor Head 341
Gale Tracer Weapons 336
Geones Kory Armor Head 341
Moon Flash Arts/Skills 085
Monthly Pursuit Blade Arts/Skills 086
Gettenshi Weapons 336
Phantom Spear Athena Weapons 338
Phantom Child Fist Arts/Skills 100
Roaring Break Slash Arts/Skills 061

Gou Shourai (Gō Shōrai)	Arts/Skills	060
Bronze Body	System	039
Light Wave	Arts/Skills	085
Gouha Gun	Arts/Skills	093
Photon Wave Chain Blade	Arts/Skills	086
Radiant Wing Holy Severance	Arts/Skills	087
Gouraiken (Thunder Blast)	Arts/Skills	076
Gouryū Pierce	Arts/Skills	101
Coral Dagger	Weapons	336
Golden Helm	Armor Head	341
Gold Armor	Armor	339
Fanged Tiger Cleaving Slash	Arts/Skills	076
Fanged Tiger Combo Slash	Arts/Skills	077
Black Star Crystal	Valuables	345
Arc Moon Flash	Arts/Skills	060
Moonbow Twin Slash	Arts/Skills	061
Gothic Cardigan	Armor Body 340	
Gothic Guard	Armor Body 339	
Gothic Circlet	Armor Head 341	
Gothic Plate	Armor Body 339	
Gothic Helm	Armor Head 341	
Amber Crystal	Valuables 345	
Cor Scorpio	Weapons	337
Cor Leonis	Weapons	337
Kongou	Weapons	336
Kelp	Ingredients	344
Combo	System	047

S-row

Circlet	Armor Head	341
Search Gald	Arts/Skills	069
Sardonyx	Accessory	343
Salmon	Ingredients	344
Cyclone (Ilia)	Arts/Skills	069
Cyclone (Conway)	Arts/Skills	118
Crushing Kick	Arts/Skills	101
Silent End	Arts/Techniques	120
Crusher Wolf Fang	Arts/Skills	061
Sagakabel	Armor Head 341	
Tactics	System 047	
Sadarssud	Weapons	337
Mackerel	Ingredients	344
Survival Knife	Weapons	336
Sub Party	System	008
Surprise Encounter	System	028
Saffron	Items	334
Sommersault Shoot	Arts/Skills	109
Coral Crystal	Valuables	345
Thunder Tooth	Weapons	338
Thunder Barrel	Weapons	337
Thunder Blade (Conway)	Arts/Skills	118
Thunder Blade (Spada)	Arts/Skills	076
Thunder Mantle	Accessory	343
Letter from Syda	Valuables 345	
Letter to Syda	Valuables 345	
General Helm	Armor Head 341	
Sierra Rob	Armor Body 340	
Jerid Safirus	Weapons	337
Salt	Ingredients	344
Sigre	Weapons	336
Lion's Roar	Arts/Skills	101
Lion Crushing Electric Fist	Arts/Skills	102
Book of the Dead	Weapons	338
Shiden	Weapons	336
Visual Reduction Impact	Arts/Skills	076
Sharpka	Armor - Head	342
Sharpness (Ermana)	Arts/Skills	100
Sharpness Sword	Weapons	335
Sharpness (Ricardo)	Arts/Skills	092
Giant Fist	Weapons	337
Shadow Edge (Conway)	Arts/Skills	119
Shadow Edge (Ricardo)	Arts/Skills	092
Jamadaharu	Weapons	337
Jump	System 033	
Beast Emperor Lightning Swift	Arts/Skills	079
Ki Gathering Technique	Arts/Skills	060
Beast Roar Thunder Wave	Arts/Skills	078
Strategic Claw Slash	Arts/Skills	077
Claw Instant Fang	Arts/Skills	078
Sudden Rain Twin Break Slash	Arts/Skills	078
Claw Lightning Slash	Arts/Techniques	078
Jewel Circlet	Armor - Head	341
Jewel Dagger	Weapons	336
Guardian Array	Arts/Skills	086
Magic	System	035
Schwarzlueve	Weapons	336
Shunshun Sword	Arts/Skills	076
Shunshun Shasetsu Break	Arts/Skills	086
Shunshun Charge	Arts/Skills	060
Swift Spear	Arts/Skills	093
Soaring King Crushing Extinction Strike	Arts/Skills	102
Title	System	009
Status ailment	System	041
Status Change	System	042
Shocking Ground Break	Arts/Skills	101
Ingredient	System	009
Shot Blast	Arts/Skills	094
Sirius	Weapons	337
Silk Cloak	Armor piece	340
Silk Hat	Armor Head 342	
Silver Guard	Armor piece 339	
Silver Cloak	Armor piece 340	
Silver Circlet	Armor - Head 341	
Silver Knuckle	Weapon	337
Silver Hat	Armor Head	342
Silver Helm	Armor Head	341
Silver Mug	Weapon	335
Silver Mail	Armor	339
Silver Rapier	Weapons	336
Vacuum Breaking Slash	Arts/Techniques	060
Shinja Robe	Armor	340
Divine Gun Hades	Weapons	337
True Tome Asclepius	Weapons	338
Divine Blade Susanoo	Weapons	336
Swift Flash	Arts/Skills	077
Kanzaki Flash Slash	Arts/Skills	079
Sirinui Shoruku	Armor — Body 340	
Scram Blade	Weapons	336
Susanoo	Weapons	336
Star Circlet	Armor Head	341
Starlet	Armor Head	342
Star Mail	Armor - Body	339
Style	System 012	
Steelwear	Protective Gear	340
Steel Sword	Weapons	335
Status	System	010
Storm Sword	Weapons	335
Stormbringer	Weapons	338
Stone Check	Accessory	343
Stone Charm	Accessory	343
Stone Blast (Conway)	Arts/Skills	117
Stone Blast (Ricardo)	Arts/Skills	092
Stone Bottle	Items	334
Strike Trigger	Weapons	335
Stribog	Weapons	337
Strong Bullet	Arts/Skills	069
Snake Gunner	Weapons	337
Spark Web (Conway)	Arts/Techniques	118
Spark Web (Spada)	Arts/Skills	076
Spiral Shot	Arts/Skills	070
Spiral Flare (Conway)	Arts/Skills	116
Spiral Flare (Luca)	Arts/Skills	060
Spin Thrust	Arts/Skills	109
Sprint Mail	Armor - Body 339	
Spread (Ilia)	Arts/Skills	068
Spread (Conway)	Arts/Skills	117
Spectacles	Items	334
Specific	Items	334
Spoil Armor (Conway)	Arts/Skills	119
Spoil Armor (Ricardo)	Arts/Skills	093
Spoil Weapon (Conway)	Arts/Skills	119
Spoil Weapon (Ricardo)	Arts/Skills	093
Spoil Mind (Conway)	Martial Arts Technique	119
Spoil Mind (Ricardo)	Arts/Skills	093
Spoil Resist (Conway)	Arts/Skills	120
Spoil Resist (Ricardo)	Arts/Skills	093
Smash Trigger	Weapons	336
Slash Rise	Arts/Skills	110
Thrones Dagger	Weapons	337
Sacred Helm	Armor Head	341
Holy Radiant Wheel	Arts/Skills	085
Holy Dragon Heaven-Crushing Fury	Arts/Skills	103
Sage	Items	334
Sekirei	Weapons	335
Shagya Blast	Arts/Skills	077
Absolute Void Demon God's Strike	Arts/Skills	062
Zephyrus	Weapons	335
Savory	Items	334
Semi-Auto	System	032
Serano Fragment	Weapons	338
Flash Space Shatter Break	Arts/Skills	078
Flash Sky Rending Strike	Arts/Skills	077
Flash Soar	Arts/Skills	085
Spiral Slash	Arts/Skills	076
Sharp Rapid-Fire Gun	Arts/Skills	094
Rotating Divine Spear	Arts/Skills	094
Battle Screen	System	029
Battle Menu	System	029
Stern Key	Valuables	345
Sōga Shō	Arts/Skills	100
Controllable Character	System	008
Sōzan Shō	Arts/Skills	077
Accessory	System	009
Claw Dragon Linked Fang Slash	Arts/Skills	078
Soul of Earth	Arts/Skills	092
Soul Howling	Arts/Skills	109
Sorcerer Ring	Valuables	345
Sorcerer Ring - Modified	Valuables	345
Element	System	046
Zohar	Weapons	338
Song of Gaia	Weapons	338

T-row

Dark Bottle	Items	334
Dark Mantle	Accessory	343
Darkraiser	Arts/Skills	094
Target	System	032
Turquoise	Accessory	343
daikon	Ingredients	344
daikon	Weapons	336
Dice	Accessory	343
Titan Fist	Weapons	338
Exorcism Blade	Weapons	336
Diamond Guard	Armor	339
Formation	System	048
Town	System	007
Down	System	039
Downloadable Content	System	052
Bamboo Broom	Weapons	337
Dash	System	033
Requested Luggage	Valuables	345
egg	Ingredients	344
Onion	Ingredients	344
Talisman	Accessory	343
Dungeon	System	007
Dancing Edge	Arts/Skills	116
Dancing Slash	Arts/Skills	110
Cheese	Ingredients	344
Chain Guard	Defensive Unit 339	
Chain Mail	Armor	339
Check Ribbon	Armor Head	342
Chicken	Ingredients	344
Earth-Shatter Cliff Rock Strike	Arts/Skills	102
Titan Ware	Defense Item 340	
Cheongsam	Defense Item 340	
Healing Skill	Arts/Skills	100
Chocolate	Ingredients	344
Scattered Sand Rain	Arts/Skills	076
Twin Bullet	Arts/Skills	069
Zwei Edge	Weapons	336
Zweihänder	Weapons	335

Normal Attack	System 034	
Pickaxe	Valuables	345
Diabolos	Weapons	338
Dispel (Ange)	Arts/Skills	084
Dispel (Ilia)	Arts/Skills	068
Diney Bottle	Items	334
Divine Knife	Weapons	336
Dirugan	Weapons	337
Tilt Beat	Arts/Skills	070
Letter	Valuables	345
Texas Blaze	Weapons	336
Desert Beryl	Weapons	335
Tetrabiblos	Weapons	338
Demon's Arm	Weapons	337
Demon's Cap (デモンズキャップ)	Armor Head	342
Demon's Lance (Conway)	Arts/Skills	119
Demon's Lance (Ricardo)	Arts/Skills	092
Demon's Ring	Accessory	343
Dual Impact	Arts/Skills	110
Duel Blade	Weapons	336
Duel Helm	Armor Head	341
Heavenly Sword Varuna	Weapons	335
Heavenly Radiant Wave	Arts/Skills	086
Tenshoryuujin Kyaku	Arts/Skills	102
Temple Custom	Weapons	335
Tempest	Arts/Skills	118
Items	System	009
Item Shop	System	007
Escape	System	028
The Bronze Merchant Statue	Valuables	345
Tofu	Ingredients	344
True Magic	Weapons	338
Thor Hammer	Weapons	337
Topaz	Accessory	343
Tomato	Ingredients	344
Dragon Fang	Weapons	337
Treat	Items	334
Trick Crash	Arts/Skills	109
Dragon-Slaying Flash	Arts/Skills	061
Drill Arms	Weapons	337

Row

Nurse	Arts/Skills	084
Knight Armor	Armor Body	339
Nightwear	Armor Body	340
Nightcap	Armor Head	341
Night helm	Armor Head	341
Nightmare Helm	Armor Head	341
Night Rapier	Weapon	336
Difficulty	System	028
Pad Knuckle	Weapon	338
Knitwear	Defense Item	340
Knit Cap	Armor Head	341
Carrot	Ingredient	344
Garlic	Ingredient	344
Wishing Jewel [Human]	Valuables	345
Wishing Jewel [Earth]	Valuables	345
Wishing Jewel [Heaven]	Valuables	345
Negi	Ingredient	344
Negi	Weapons	338
Necronomicon	Weapons	338
Nekooru	Weapons	338
Cat Headband	Armor — Head	341
Scorching Gale Formation	Arts/Skills	062
Stagger	System	039
のり	Ingredients	344

Ha-row (H-line)

Burst Shot	Arts/Skills	070
Party Top	System	008
Hades	Weapons	337
Hard Break	Arts/Skills	109
Hard Mail	Armor	339
Burning Edge	Weapons	336
Burning Blood	Weapons	338
Half Guard	Defensive Unit	339
Purple Ribbon	Armor — Head	342

Hermit Cloak	Armor	340
High Dark Bottle	Items	334
Hide Shot	Arts/Skills	094
Hyper Helm	Armor Head	341
Hyper Mag	Weapons	335
High Holy Bottle	Items	334
Pine Gumi	Items	334
Howling Launcher	Arts/Skills	095
Blazing Sword	Arts/Skills	061
Bomb	Arts/Skills	102
Chinese cabbage	Ingredients	344
Bomb	Valuables	345
Exploding Dragon Fist	Arts/Skills	101
Bastard Sword	Weapons	335
Hasta no Yari (Hasta no Yari)	Weapons	338
Backstep	System	033
Happy Trigger	Weapons	335
Battlewear	Armor	340
Battle Guard	Armor	339
Battle Glove	Weapons	337
Battle suit	Armor	339
Battle Sword	Weapons	335
Battle Book	Valuables	345
Panacea Bottle	Valuables	345
Banana	Items	334
Vanishing Storm	Ingredients	344
Bahamut Tear	Arts/Skills	110
Happiness Sword	Weapons	338
Bubble Bullet	Weapons	335
Paralysis Check	Arts/Skills	069
Paralyze Charm	Accessory	343
Paralysis Bottle	Accessory	343
Barrier (Ermana)	Items	334
Barrier (Ricardo)	Arts/Skills	100
Vulcan's Rainbow Sword	Arts/Skills	092
Vulcan's Black Sword	Valuables	345
Vulcan's Emerald Sword	Valuables	345
Vulcan's Azure Sword	Valuables	345
Vulcan's Orange Sword	Valuables	345
Vulcan's White Sword	Valuables	345
Vulcan's Crimson Sword	Valuables	345
Vulcan's Pink Sword	Valuables	345
Barbatos Ring	Accessory	343
Balmung	Weapons	335
Power's Knuckle	Weapons	337
Bread	Ingredients	344
Hunting Beret	Armor Head	342
Peacemaker	Weapons	335
Peach	Ingredients	344
Heat Sword	Weapons	335
Beef	Ingredients	344
Heal (Ange)	Arts/Skills	084
Heal (Ilia)	Arts/Skills	068
Heal of Earth	Arts/Skills	092
Crimson Flame Roaring Dominating Slash	Arts/Skills	063
Flying Swallow Consecutive Kick	Arts/Skills	101
Secret Art	System	044
Pico Hammer (Ilia)	Arts/Skills	069
Piko Hammer (Ermana)	Arts/Skills	100
Piko Hammer (Conway)	Arts/Skills	119
Flying Blade	Arts/Skills	085
Jade Crystal	Valuables	345
Skyward Dash	Arts/Skills	101
Piyonon	Accessory	343
Piyohan	Accessory	343
Billy's Legacy	Weapons	335
Vilm Murs	Weapons	338
Fahcoat	Defense Item	340
First Aid (Ange)	Arts/Skills	084
First Aid (Ilia)	Arts/Skills	068
Fire Blade	Weapons	336
Fireball (Conway)	Arts/Skills	116
Fireball (Luca)	Arts/Skills	060
Fine Guard	Armor Body	339
Fine Beret	Armor Head	341
Faust Mag	Weapon	336

Phantom Call	Arts/Skills	095
Fear check	Accessory	343
Fear Charm	Accessory	343
Fear Bottle	Items	334
Fearful Flare	Arts/Skills	116
Feat Symbol	Accessory	343
Final Chaketa	Armor	340
Field	System	006
Finstanisfoot	Armor Head	342
Wind Slash Burst	Arts/Skills	077
Fujin	Weapons	336
Feather Hat	Armor — Head	341
Feather Robe	Armor	340
Phoenix Guard	Armor - Body	339
Formalhaut	Weapons	337
Formal Rapier	Weapons	336
Fall Shooter	Arts/Skills	070
Photon (Ange)	Arts/Skills	084
Photon (Conway)	Arts/Skills	118
Weapons	System	009
Knockback	System	038
Armory	System	007
Book of Muse	Weapons	338
funa	Ingredients	344
Blast Streak	Arts/Skills	116
Blast Bullet	Arts/Skills	070
Platinum Wear	Defense Item	340
Platinum Circlet	Armor — Head	341
Blackwear	Defense	340
Black Onyx	Accessory	343
Black Guard	Armor - Body	339
Black Hole (Conway)	Arts/Skills	119
Black Hole (Ricardo)	Arts/Skills	093
Black Ribbon	Armor — Head	342
Black Robe	Armor — Body	340
Bloody Howling	Arts/Skills	119
Flamberge	Weapons	335
Freeze Bullet	Arts/Skills	070
Freeze Lancer	Arts/Skills	070
Free Run	System	033
Blizzard Mag	Weapons	336
Prism Protector	Armor - Body	339
Prism Waltz	Arts/Skills	109
Blitz Blade	Weapons	336
Flip Shot	Arts/Skills	069
Pretty Ribbon	Armor — Head	342
Brünnark	Weapons	338
Blue Amulet	Accessory	343
Blue Dice	Accessory	343
Brute Talisman	Accessory	343
Brutal Hunt	Arts/Skills	094
Blue Ribbon	Armor Head	342
Blue Laurel	Accessory	343
Full Plate	Armor - Body	339
Brum Sanatio	Armor Head	341
Flare Bomb	Arts/Skills	093
Flare Mantle	Accessory	343
Break Shoot	Arts/Skills	094
Blazing Roar	Weapons	337
Brave Circlet	Armor Head	341
Brave Helm	Armor Head	341
Blade Knuckles	Weapons	337
Breast Guard	Armor - Body	339
Breastplate	Armor	339
Brezza Cappello	Armor — Head	342
Froga Panoplia	Armor	339
Brooch	Valuables	345
Broadsword	Weapons	335
Progress Knife	Weapons	336
Protect Knife	Weapons	336
Prominence Mag	Weapons	336
Bronze Circlet	Armor — Head	341
Heavenly Garb	Defense Item	340
Hexen Hammer	Weapons	338
Headdress	Armor — Head	341
Benediction	Armor - Body	340
Venom Shot	Arts/Skills	093

Verbene	Item	334
Beret	Armor Head	341
Poison Check	Accessory	343
Poison Charm	Accessory	343
Poison Bottle	Items	334
Phoenix Sky Charge	Arts/Skills	061
Phoenix Sky Soaring Charge	Arts/Skills	062
Armor Head	System	009
Armor ・Body	System	009
咩 Fist Rudrà	Weapons	338
Cataclysm Sword	Arts/Skills	060
Collapsing Assault Shock	Arts/Skills	061
Housenka	Weapons	336
Phoenix Wing Fiery Heaven Soar	Arts/Skills	087
Falling Dragon Slash Light Blade	Arts/Skills	086
pork	Ingredients	344
Holy Wear	Armor ・Body	340
Holy Bottle	Items	334
Bossboros	Weapons	337
Potato	Ingredients	344
Voltec Sword	Weapons	335
Voltec Mug	Weapons	336
Boreas	Weapons	338
Whirl Wind	Arts/Skills	109
Whitewear	Defense Item	340
White Cloak	Armor Body	340
White Ribbon	Armor Head	342

Ma-row (M-column)

Mercenary Rifle	Weapons	337
Merciless Hunt	Arts/Skills	093
Mighty Guard	Armor	339
Demon King's Flame Break	Arts/Skills	062
Demon King 刃 Scorching Annihilation	Arts/Skills	063
Demon King Explosive Flame Lance	Arts/Skills	062
Magisanewron	Armor - Body	340
Maguro	Ingredients	344
Demonic Sword Nebirimu (Nebilim)	Weapons	335
Masamune	Weapons	336
Magical Sword	Weapons	335
Magical Ribbon	Armor Head	342
Magic Guard	System	037
Magic Mist	Decoration	343
Magic Robe	Defense Item	340
Demon God Sword	Arts/Skills	060
Demon God Sword: Flame	Martial Arts Technique	062
Massive Block (Conway)	Arts/Skills	117
Massive Block (Ricardo)	Arts/Skills	092
Manual	System	032
Mam Bain	Protective Gear	339
Monster Scales	Valuables	345
Monster Fang	Valuables	345
Monster Pelt	Valuables	345
Monster Claw	Valuables	345
Monster Feather	Valuables	345
Marduk	Weapons	337
Missare Requiem	Weapons	338
Mystiarc	Arts/Skills	069
Mystic Cloak	Armor - Body	340
Mist Seven Sun	Weapons	338
Mithril Arms	Weapons	337
Mithril Wear	Armor - Body	340
Mithril Guard	Armor Body	339
Mithril Cloak	Armor Body	340
Mithril Circlet	Armor Head	341
Mithril Sword	Weapon	335
Mithril Dagger	Weapons	337
Mithril Barrel	Weapons	337
Mithril Blade	Weapons	336
Mithril Helm	Armor Head	341
Mithril Mug	Weapon	336
Mithril Mail	Armor	339
Mithril Lance	Weapons	338
Miso	Ingredients	344
Mixed Gummies	Items	334
Mission	System	051
Midi Blouse	Armor	340
Mini-map	System	006
Mirage Crest	Armor Head	341
Mirage Cloak	Armor piece	340
Miracle Gumi	Item	334
Military Mag	Weapons	335
Milk	Ingredients	344
Milzam	Weapons	337
Moon Guard	Armor	339
Moon Crystal	Accessory	343
Moon Robe	Armor - Body	340
Mugen Renga Shō	Arts/Skills	102
Muramasa	Weapons	336
Maelstrom	Arts/Skills	117
Use Command	System	036
Main Party	System	008
Meteor Swarm	Arts/Skills	116
Menu	System	008
Fierce assault	Arts/Skills	061
Molkrau	Weapons	337
Mochi Mocchin Flour	Ingredients	344
Monolith People	Weapons	338
Monster Compendium	Valuables	345

Ya-row (Y-column)

Yatagarasu	Weapons	337
Inn	System	007
Priority Action	System	048
Jupiter	Weapons	338
Hawk Claw Kick	Arts/Skills	101
Hawk-Claw Thunder Kick	Arts/Skills	102
Hawk Claw Gale Sword	Arts/Skills	062

Ra Line

Thunder God Sky-Rending Strike	Arts/Skills	078
Raijin Gauntlets	Weapons	337
Rice	Ingredients	344
Light Circlet	Armor Head	341
Lightning (Conway)	Arts/Skills	118
Lightning (Sparda)	Arts/Skills	076
Lightning Blade	Weapons	336
Light Mantle	Accessory	343
Life Bottle	Items	334
Round Beret	Armor Head	341
Rath Argul	Weapons	337
Last Crusader	Armor - Body	339
Radius Sword	Weapons	335
Rabbit Symbol	Accessory	343
Rapid Trigger	Weapons	335
Lavender	Items	334
Lamella Guard	Armor - Body	339
Lamellar Leather	Armor - Body	339
Lancer Doll	Arts/Skills	110
Liber Regis	Weapons	338
Recover (Ange)	Arts/Skills	084
Recover (Ilia)	Arts/Skills	068
Resurrection	Arts/Skills	084
Risky Ring	Accessory	343
Ritual Spear	Weapons	338
Reflect Shot	Arts/Skills	070
Reflex	Armor - Body	339
Revolver SA	Weapons	335
Revolver DA	Weapons	335
Ribbon	Armor Head	342
Dragon Phoenix Sky Charge	Arts/Skills	102
Dragon Fang Acupoint Piercing	Arts/Skills	103
Ryujin Sen (Flowing Blade Whirl)	Arts/Skills	077
Willow-Leaf Blade	Weapons	335
Cooking	System	018
Ring Mail	Armor	339
Apple	Ingredients	344
Lumenstra	Armor — Body	340
Runewear	Defense Item	340
Rune Circlet	Armor — Head	341
Rune Jacket	Defensive Unit	339
Rune Spear	Weapons	338
Runesword	Weapons	335
Rune Helm	Armor Head	341
Rune Beret	Armor Head	342
Rune Mail	Armor ・Body	339
Rune Robe	Defense Item	340
Lucifer	Weapons	336
Rudra	Weapons	338
Ruby	Accessory	343
Ruby Eye	Weapons	337
Lapis Lazuli (瑠璃晶石)	Valuables	345
R'lyeh Text	Weapons	338
Rareware	Armor	340
Rare Protector	Armor	339
Rei (Anju)	Arts/Skills	085
Rave Abilities	System	014
Rave Gauge	System	014
Rave Level	System	014
Rei (Conway)	Arts/Skills	118
Spirit Gun Lucifer	Weapons	336
Raging Shot	Arts/Skills	070
Raging Blast	Arts/Skills	094
Raise Dead (Ange)	Arts/Skills	084
Raise Dead (Ilia)	Arts/Skills	068
Leather Guard	Armor	339
Leather Gloves	Weapon	337
Leather Helm	Armor — Head	341
Leather Mail	Defensive Unit	339
Resist (Elmána)	Arts/Skills	100
Resist (Ricardo)	Arts/Skills	092
Lettuce	Ingredients	344
Blazing Inferno Run	Arts/Skills	062
Sky-Splitting Slash	Arts/Skills	061
Sky-Splitting Blade	Arts/Skills	077
Sky-Wind Slash Burst	Arts/Skills	078
Fierce Radiance Shot	Arts/Skills	101
Red Chamomile	Items	334
Red Saffron	Items	334
Red Sage	Items	334
Red Savory	Items	334
Red Verbena	Items	334
Red Lavender	Items	334
Red Ribbon	Armor — Head	342
Reppu Geka Street	Arts/Skills	062
Lemegeton	Weapons	338
Lemon Gummy	Items	334
Rengadan	Arts/Skills	100
Renga Hien Kick	Arts/Skills	102
Fang Soaring 刃 Combo	Arts/Skills	086
Fiery Purgatory Sky Smash	Arts/Skills	102
Rover Item (Ange)	Arts/Skills	085
Rover Item (Ermana)	Arts/Skills	100
Roll Strike	Arts/Skills	110
Laurel	Accessory	343
Long Spear	Weapons	338
Rinbu Senpū (Whirlwind Waltz)	Arts/Skills	101

Wa-row (Japanese kana row "Wa")

World Check	Accessory	343
Wildcat	Armor - Body	340
Wagyanizer	Weapon	336
Arts	System	034
Technique Link	System	046

Tales of Innocence R
Official Complete Guide

First edition published February 29, 2012
Second printing published April 16, 2012

編 Author
QBIST Co., Ltd. (QBIST)
URL：http://www.qbist.co.jp/
Ryutaro Nakano / Mari Kamata / Yukihide Yamada / Hiroaki Takahashi / Yusho Tanaka
Shinya Tanaka / Naoya Nagai / Shinji Kutsuzawa

Proofreading and verification
QBIST Co., Ltd. (QBIST)
Yoshio Tanaka / Daiki Kimura / Tomomi Washio / Momoko Tanaka

Text design
QBIST Co., Ltd. (QBIST)
Kaoru Tanimoto / Osamu Sato / Satoru Hirai / Mikiko Ueyama / Yukiko Yamada
Ken Kurihara

Cover design
QBIST Co., Ltd. (QBIST)
Kaoru Tanimoto / Yukiko Yamada

Photography (Interview) / Shadow
Ernest Co., Ltd. Naohiro Maruyama
Koderakei

Sales & Marketing
Chika Kobayashi (QCOM)
Mutō Kei (QBIST)

Planning & Production
Bandai Namco Games Inc.
Kazuhiro Goka / Kai Tanaka / Shin Date

Cooperation / Strengthening Supervision / Correction
Seventh Code Co., Ltd.
BANDAI NAMCO Games Inc.
URL：http://www.bandainamcogames.co.jp/

Publisher
Fumiya Takeno

Publishing Office
BANDAI NAMCO Games Inc.
〒140-8590 4-5-15 Higashi-Shinagawa, Shinagawa-ku, Tokyo

Distributor
Yamashita Bookstore Co., Ltd.
〒101-0052 3-20 Kanda-Ogawamachi, Chiyoda-ku, Tokyo
Dai-2 Ryumeikan Building, 8th Floor
TEL. 03-5283-9986

Printing/Bookbinding
Tosho Printing Co., Ltd.

The cover shows the retail price.
Defective or incomplete copies will be replaced.
Unauthorized copying or reproduction of the content of this book is prohibited.
Inquiries regarding this book are answered by e-mail or fax. However, please understand that we may not be able to respond to inquiries that do not clearly state your name and contact information. Personal information obtained in that case will be used only for the purpose of replying to or contacting you regarding the inquiry, and except when disclosure to a business partner commissioned by our company is necessary within the scope of that purpose, it will not be provided to third parties. Also, depending on the content of your question, it may take some time to respond.
E-mail address: toir@qbist.co.jp
FAX:03-5283-9981
Please note that we cannot respond to inquiries regarding game content.

© Mutsumi Inomata ©2012 NAMCO BANDAI Games Inc.

ISBN978-4-902372-40-3
Printed in Japan

"PlayStation" is a registered trademark of Sony Computer Entertainment Inc. Also, "PSVITA" is a trademark of the same company.